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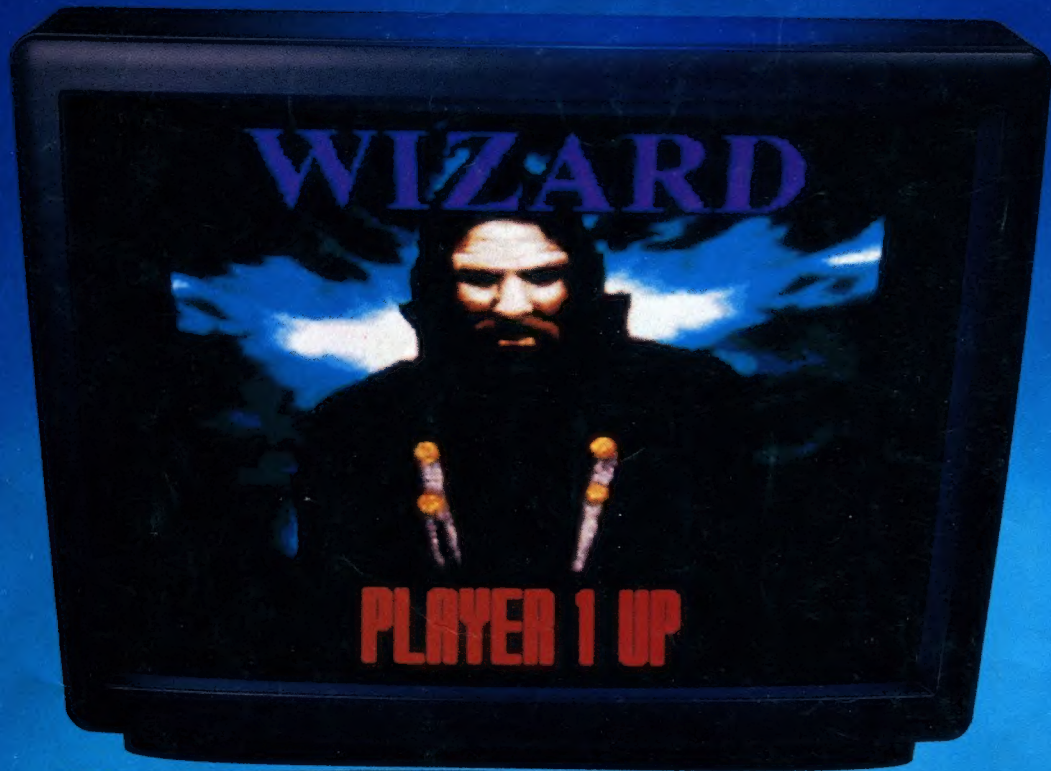


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drop targets, and an outhole.
(Pardon our language.)



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(BING!)



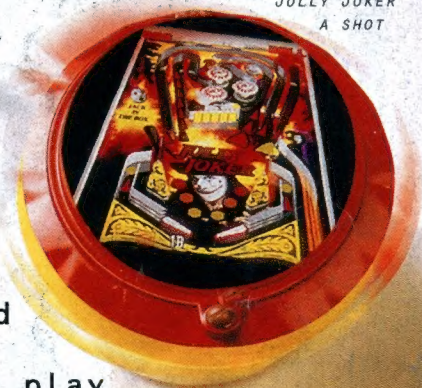
We know, we
know. To get cool
pinball features
like multiballs and
outholes (whoops, we did it



again), you gotta go to an arcade. But sometimes arcades
have long lines and you just wanna hang at the ol' homestead.
So what's a pinball addict to do?

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JOLLY JOKER
A SHOT

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if you want.



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machines on one little cartridge. And you can play
up to 4 players. Gosh, isn't technology wonderful?

So get those flippers ready. And make sure you
got a super NES®. 'Cuz if you want to play pinball
this **real** somewhere else, you're gonna need
a butt-load of quarters.

And you'd probably have to wear clothes.

Talk about lame...

OR TRY
(BONK!)
THE WIZARD
FOR A SPELL



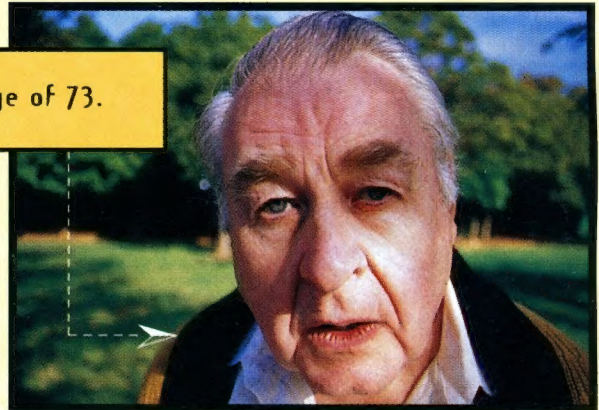
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And lives to the age of 73.



So what do you do with the 56 years in-between?



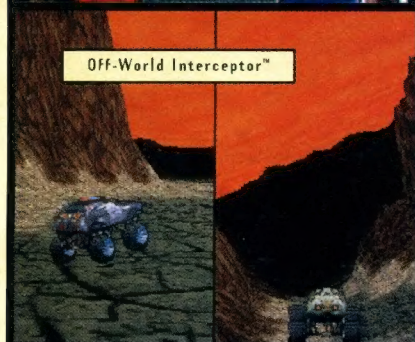
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you'd be picking alien brain matter

out of your ground down teeth.

So if you're over 17, or just looking

for an alternative endorphin

release, check it out.

Otherwise, heat the milk to 150°,

pour over toast, and call mommy.

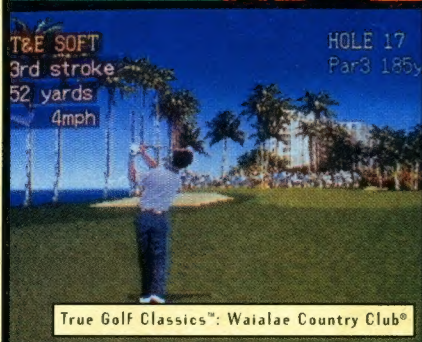
Peace.



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TIPS & TRICKS™



Departments

Power Up!	8
Readers' Tips	10



14 **Mortal Kombat II**
Super NES **Genesis**

24 **Panic!**
Sega CD

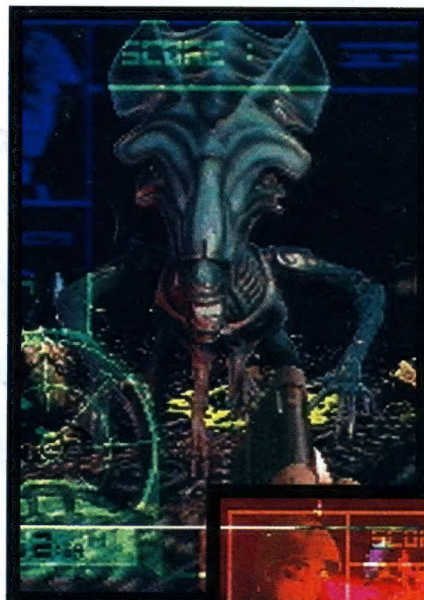
30 **Battletech**
Genesis

36 **C2: Judgment Clay**
Super NES

42 **Alien vs. Predator**
Jaguar

50 **Way of the Warrior**
3DO

66 **Tip Collection**
Multiple Systems



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Letter From the Editor

It's incredible! What started as a nice little quarterly publication—an expanded version of the *Tips & Tricks* section in *VIDEOGAMES Magazine*—has grown into an unqualified success with a life of its own on the newsstand. After only four issues, *TIPS & TRICKS Magazine* is upgrading to bimonthly status, starting now! You'll still be getting a solid block of nonstop tips, codes and secrets for your favorite video games, but now you'll be getting it more frequently. More importantly, for the first time you can subscribe and have *TIPS & TRICKS* delivered to your door every 60 days; see page 17 for details.

In honor of those readers who appreciate the best tips of any game magazine in the world, we've altered our format to deliver more cheats for your money, effective immediately. We've added more of our in-depth strategy guides to each issue and we're squeezing more tips on each page than ever before. Don't believe me? Check out our tip reference guide that starts on page 66. Our next issue will feature even more pages like these; soaked through with no-nonsense tips from top to bottom. Stick with *TIPS & TRICKS* and you'll have your hands full of more codes, cheats and secrets than you can handle.

Our goal is to pack this magazine with so much information that every single person who buys it—no matter how large or small their game collection may be—will get the inside scoop on any game that's giving them trouble. That's a tough task to accomplish, but we're going to give it our best shot. Thanks for your support.

—Chris Bieniek
Executive Editor

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If you don't like the city you're in, use your rocket launcher to level it.

WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)



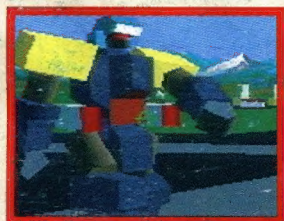
Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



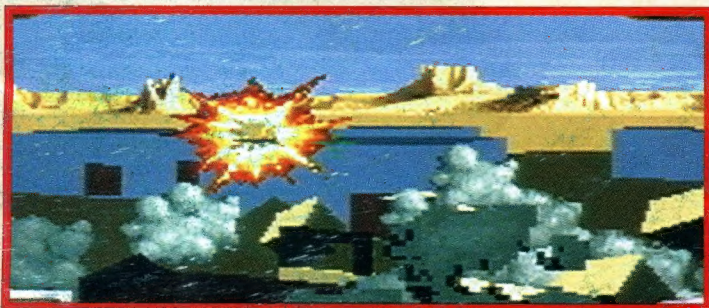
The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

JAGUAR

DO THE MATH

6 4 - B I T

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HAPPY, HAPPY, HORDE, HORDE

I never bought a magazine like yours before, but when I saw your strategy guide on *The Horde* for 3DO, I had to check it out. I was already pretty far along in the game, but I wanted to find out if there was anything I had missed. Was I surprised! Zach Meston's strategy tips and secrets (especially the secret character, Wimbli) were incredible. This article helped me get the most out of this great game. Congratulations on an excellent publication.

—Arthur Sanders
Pittsburgh, PA

Thanks for noticing, Arthur. We've heard from other readers who had already finished *The Horde*, but decided to go back and play through it a second time to take advantage of Zach's inside strategies—many of which were told to him by the game's developer, Toys for Bob. Check out this issue's 3DO tip section for a bunch of top-secret *Horde* cheat codes!

THE MOST SECRET TIP OF ALL

I've been reading *TIPS & TRICKS* from the start, and I was wondering: Where do you dig up most of these tips? I can't believe that people actually sit in front of the TV and punch a bunch of buttons at random to come up with codes. The "MA-17 code" for *Robocop vs. Terminator* is a good example of a code that you would never be able to find without a lot of help. Do you look at the game program code to find them?

—Michael Nguyen
Garden Grove, CA

Once a game program has been assembled, stored on a computer chip and sealed in a cartridge, it's nearly impossible for anyone to disassemble the code and make any sense out of it. And while

there are a few cheats in this issue which were discovered by pressing random buttons, most are not. In fact, very few of our tips come from reader submissions. We get tons of mail, and we thank you for the support, but more than 80% of the letters in the *TIPS & TRICKS* mailbag are telling us codes we've already heard about. Most of our competitors rely on readers for their tip sections; that's why you'll see them printing tips that we told you about two or three months ago.

So where do we get all of these wonderful codes? Sorry, we can't give all of our secrets away, but we will tell you this: It's not easy! There's a LOT of

detective work involved.

HIDDEN GAME MANIA

I really freaked out when I heard about the hidden games in *Lotus II* (Genesis) and *Out of This World* (3DO) in your last issue. Are there any other "hidden game" codes that you know of?

—Philip Eisenhart
Milwaukee, WI

Out of all of the different types of "Easter eggs" buried in video games, the hidden games are definitely the best. Here's a quick rundown of some of the

ones we've discovered:

- The tank game in *NBA JAM* (arcade)
- The "pong" game in *Mortal Kombat II* (arcade)
- The "pong" game in *Black Hole Assault* (Sega CD)
- The "pong" games in *ESPN National Hockey Night* (Genesis)
- The "pop the zit" game in *Slime World* (Lynx)
- The "life" game in *Zarlor Mercenary* (Lynx)
- The shoot-'em-up game in



Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your best tips and tricks to:

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Beverly Hills, CA 90210

Our experts will test your tips and select the best—if you're the first to tell us about a valuable cheat, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!

Somer Assault (TurboGrafx-16)

- The tug-of-war game in *Warrior of Rome II* (Genesis)
- The maze game in the Sega Master System hardware
- The "Sinistar" game in *Megalomania* (Genesis)

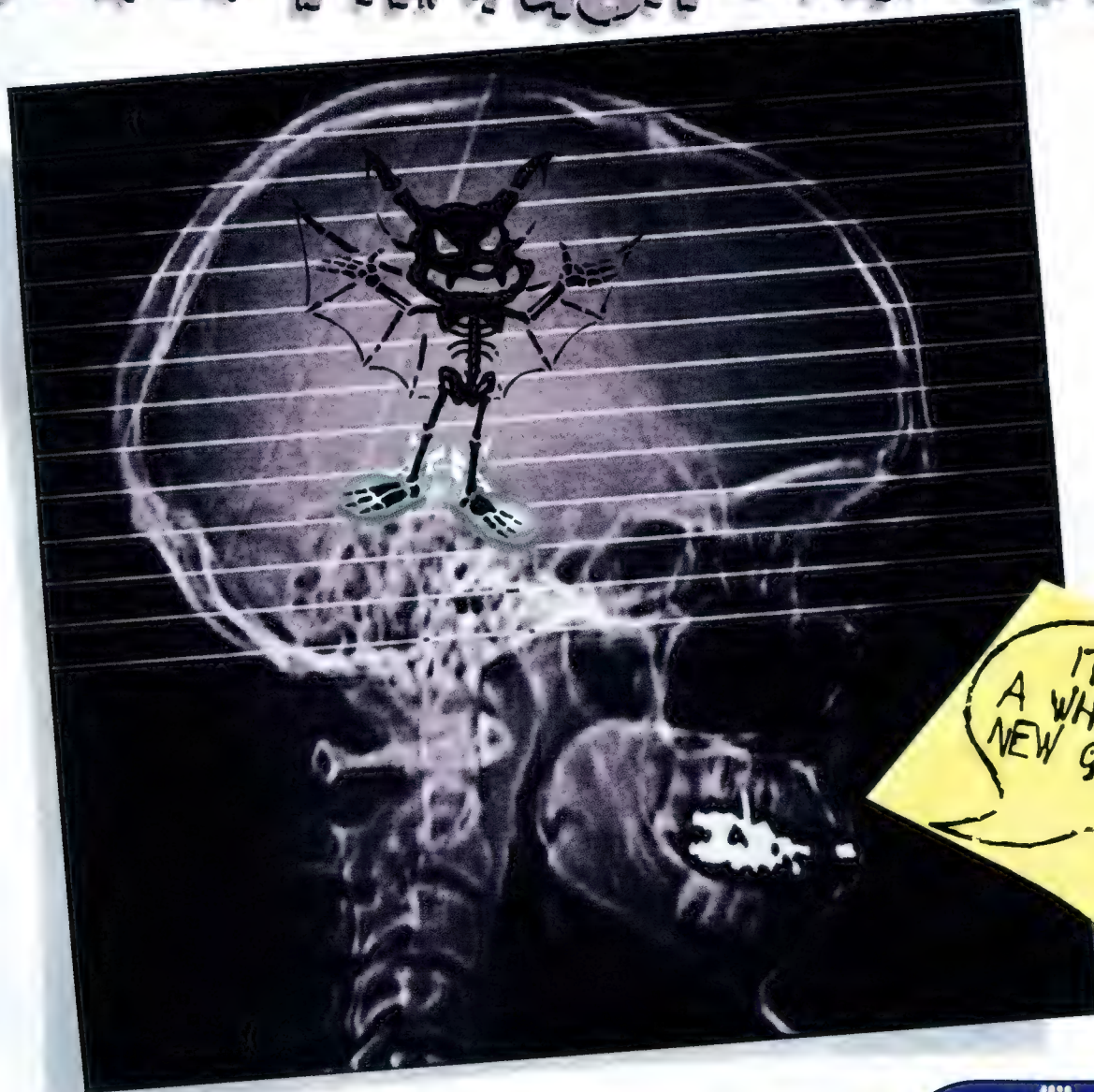
Check out *Wiz 'n' Liz* (Genesis) for a ton of hidden games. There's also a rumor of a hidden Pac-Man game in *Spider-Man for the Game Gear*, but we've never been able to get it to appear. Keep an eye on future issues for more "hidden game" cheats, like:

- A four-player game in *Way of the Warrior* (3DO)
- An "Asteroids" game in *Red Zone* (Genesis)
- A maze game in the *XBand Game Modem* hardware (Genesis)
- The original *Pitfall!* game in *Pitfall: The Mayan Adventure* (Genesis & Super NES).



Aero The Acro-Bat™ 2

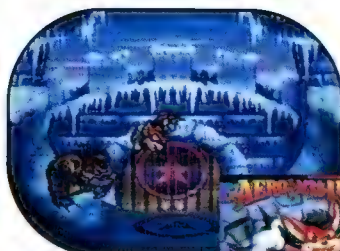
Get It Through Your Skull!



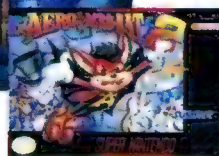
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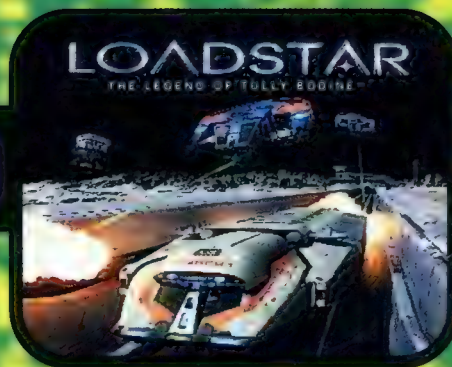


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YOUR AS*SIM...)) THIS IZ X. ROCKET.))SCI-ENCE...GAME.1...LOAD-STAR,DO(((U READ.)E. . THIS I() ROCK

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SUPER NES

SECRET ENDURANCE MODE!

Marathon fighting-game fans, this is the cheat you need! Single matches against friends can last only seconds, but with this feature you can play through the lives of four characters and have a longer-lasting game. At the Start/Option screen, hold the **L** and **R** buttons on top of the controller and press **START**. (You can do this on either controller.) You'll get a new setup screen that says "Choose Your Fighters."

Both players can choose four characters to fight with; you can even pick the same fighter four times if you want to. If you're a true *Mortal Kombat II* fanatic, press the **SELECT** button to have the computer pick four characters at random!

Once the eight fighters have been chosen, press **START** to begin the match. When your fighter is killed, he or she will disappear in a puff of smoke—just like in the Endurance rounds of the original *Mortal Kombat*—and your next fighter will jump into the screen. The grueling, bloody battles that result from using this secret mode are long-lasting and incredibly fun; this is the real proving ground of the MKII master!



Hold down the **L** and **R** buttons and press **START**.



Choose your fighters with the directional pad, or press **SELECT** for random characters!



Get ready for a long endurance battle—the stuff of which *Mortal Kombat* dreams are made.

SECRET INTRODUCTION

Want to see something that'll blow your mind? Hold the **L** and **R** buttons on top of Controller 1 while turning on your Super NES machine with *Mortal Kombat II* plugged into the cartridge slot. Continue to hold the buttons down until the Acclaim logo appears; when it does, you'll see a special surprise! Sit back and be amazed.



Hold the **L** and **R** buttons when you switch the machine on and continue to hold them down.



Hear the taunts of Shao Khan!



Watch Kintaro thrash the Acclaim logo!

TOP-SECRET CHEATS!

Each of the following SNES codes must be done *quickly* at the Character Select screen. You'll hear a drum sound to confirm the code if you've done it correctly. If you're fast enough, you can enter several codes for the same match. Combine the codes to unlock the secrets of *Mortal Kombat II* and find your way through the game.



All codes must be entered at the Character Select screen. You have to do them fast!

GO DIRECTLY TO SHAO KHAN

This code allows you to play against Shao Khan until your continues run out or you've finished the game.



Right, Up, Up, Right, Left, SELECT
(→↑↑→←+SELECT)

1-HIT DANGER MODE



This code gives your character near invincibility and the ability to put your opponent into "Danger" with just one uppercut.

Down, Up, Right, Up, Left, SELECT
(↓↑→↑←+SELECT)

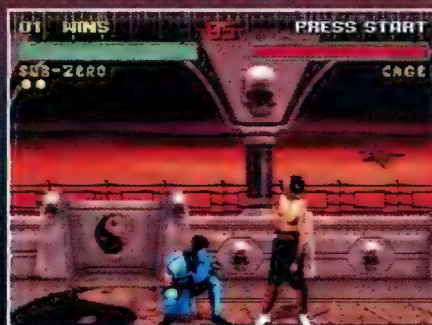
30 CREDITS



If you just need a few more credits to get through the game, this code lets you have 30 of them at any time; repeat whenever necessary to keep your credits maxed out.

Left, Up, Right, Down, Left, SELECT
(←↑→↓←+SELECT)

EXTRA FATALITY TIME



Having trouble with a fatality? This code gives you 15 seconds to do a fatality after the words "Finish Him/Her" appear on the screen instead of the usual five-second limit.

Up, Up, Left, Up, Down, SELECT
(↑↑←↑↓+SELECT)

GO DIRECTLY TO KINTARO



Kintaro is the toughest character in the game; this code will help you practice against the big oaf.

Up, Down, Down, Right, Right, SELECT
(↑↓↓↓→→+SELECT)

BAT MORTA KOMBAT MORTA KOMBAT MORTA KOMBAT MORTA KOMBAT MORTA KOMBAT MORTA KOMBAT MORTA KOMBAT MORTA

SCORETON SMOKE



Up, Left, Up, Up, Right, SELECT (↑←↑↑→+SELECT)



GO DIRECTLY TO JADE Find the green female Ninja called Jade without

RAYDEN JADE



Up, Down, Down, Left, Right, SELECT (↑↓↓←→+SELECT)



Use this code to try your luck against the shadow

JAX NOOR SAIBOT



Left, Up, Down, Down, Right, SELECT (←↑↓↓→+SELECT)



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1



GENESIS

TEST MODES DEBUG CODE!

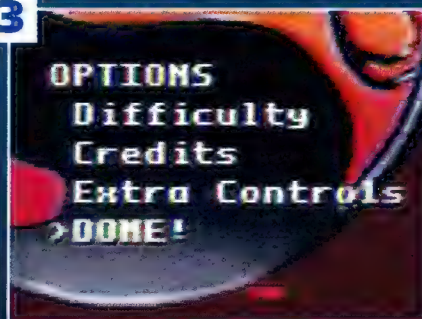
To access the debug menu for the Genesis version of *Mortal Kombat II*, go to the "Start/Options" screen and enter the "Options" menu. Put the cursor on the "DONE!" selection and enter the code **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new entry will appear in the Options menu called "Test Modes." Enter this and you'll find a plethora of hidden cheat menus!

2



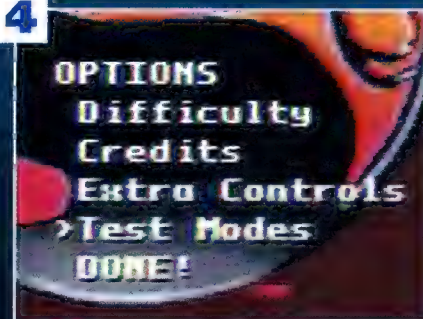
Go to the "Start/Options" screen and go into the "Options" menu.

3



Put the cursor on the "DONE!" selection and enter the code **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**.

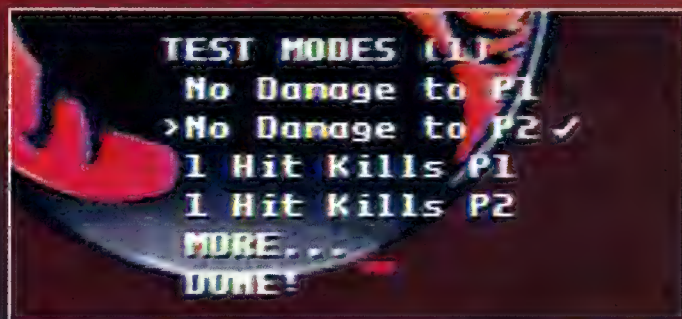
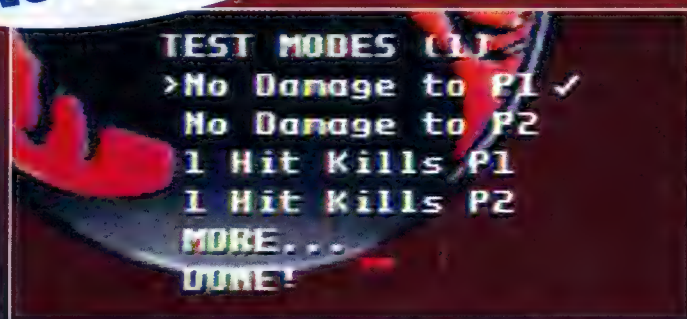
4



A new entry will appear in the Options menu called "Test Modes."

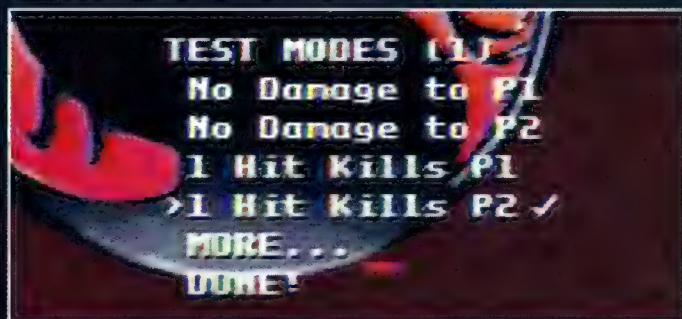
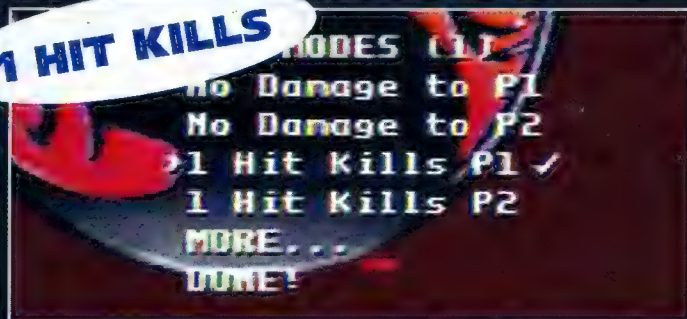
NO DAMAGE

TEST MODES [1]



"No Damage to P1" and "No Damage to P2" are pretty self-explanatory: You don't die if you're one of those characters. Interestingly, you can't turn both of them on at the same time.

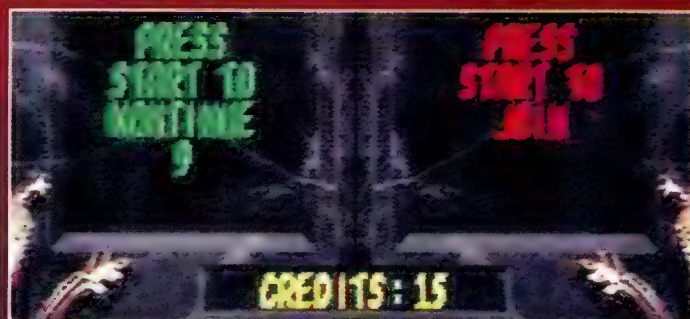
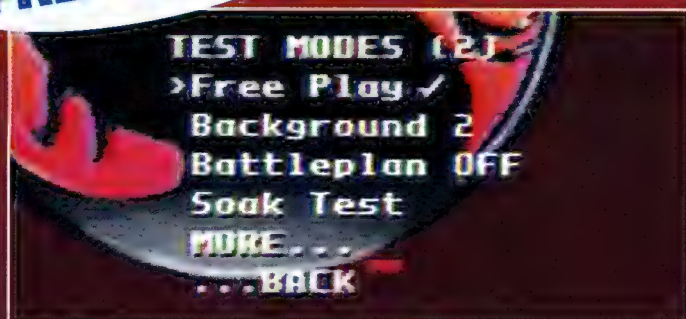
1 HIT KILLS



"1 Hit Kills P1" means that if you hit Player 1 once, you kill them.
"1 Hit Kills P2" means you kill Player 2 with one hit.

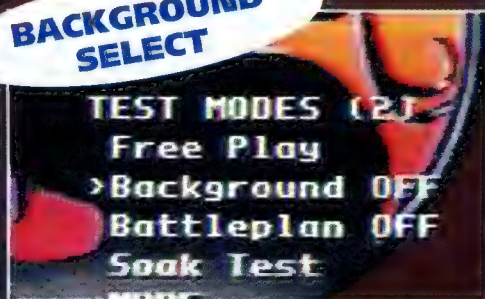
FREE PLAY

TEST MODES [2]



Selecting "Free Play" means that your continue credits never run down, essentially giving you infinite continues.

BACKGROUND SELECT



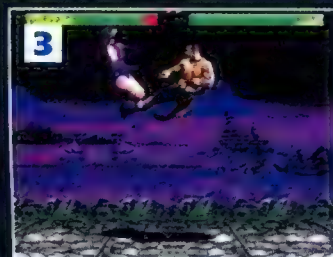
"Background" lets you choose one of the ten backgrounds to play on. When you choose a background, you will always fight on that screen. The backgrounds are numbered as follows:



ACID POOL



KOMBAT TOMB



THE WASTELAND



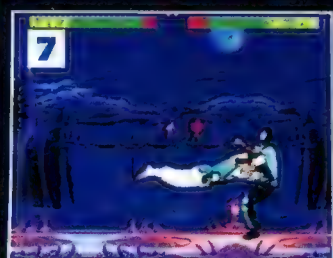
THE TOWER



THE FOREST



THE ARMORY



PIT II



RED PORTAL



KHAN'S AREA

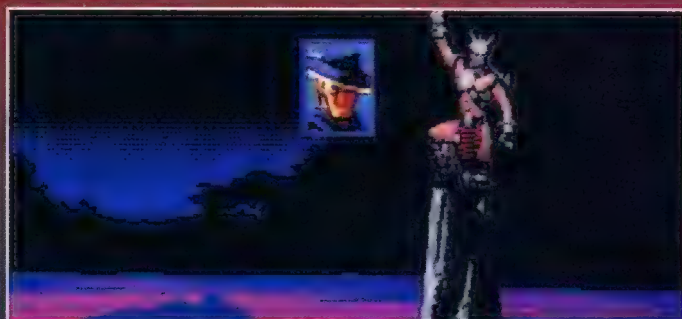


BLUE PORTAL

BATTLEPLAN

TEST MODES [2] CONTINUED...

TEST MODES (2)
Free Play
Background OFF
Battleplan 15
Soak Test
MORE...
...BACK



"Battleplan" allows you to choose what level of the Kombat ladder you want to go to (sort of a stage select). It starts at "2" because "1" would just be a regular game. Notice that "12" isn't there because that is the "?" where Jade appears. Choose "14" to fight Kintaro and "15" to battle Shao Khan.

SOAK TEST

TEST MODES (2)
Free Play
Background OFF
Battleplan OFF
Soak Test ✓
MORE...
...BACK

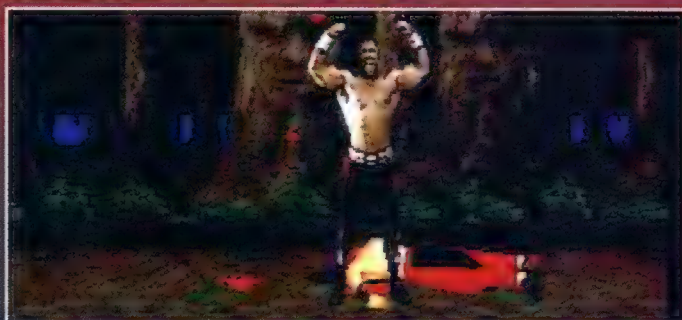


The "Soak Test" is a demo mode where you can watch two characters battle a complete match. Sometimes they even do fatalities!

FATALITIES

TEST MODES [3]

TEST MODES (3)
Fatalities ✓
Friendship
Babalities
Oooh, Nasty!
...BACK



"Fatalities" makes the computer do fatalities against you when it wins.

FRIENDSHIPS

TEST MODES (3)
Fatalities
Friendship ✓
Babalities
Oooh, Nasty!
...BACK



"Friendships" causes the computer to do a friendship move when it wins.

BABALITIES

TEST MODES [3]

TEST MODES (3)
Fatalities
Friendship
Babalities ✓
Oooh, Nasty!
...BACK



"Babalities" (can you guess?) lets the computer do Babalities against you. If you mix any of the above selections with the "Soak Test" you can watch the computer fight and do finishing moves against itself.

OOOH, NASTY

TEST MODES (3)
Fatalities
Friendship
Babalities
Oooh, Nasty! ✓
...BACK

TEST MODES (2)
Free Play
Background 6
Battleplan OFF
Soak Test
MORE...

"Oooh, Nasty!" This gives you access to a strange new fatality! Follow these instructions to find it:

With the "Oooh, Nasty!" option turned on, enter the Test Modes (2) menu and change the "Backgrounds" to 6.

CHOOSE YOUR FIGHTER



RAYDEN WINS FERGALITY!!



Kick out of Test Modes and start the game. To do a "Fergality," you must choose Rayden.

Beat your opponent in the Armory and do the Fergality code for Rayden: **Away, Away, Away, Block**. It's a Fergality!

So who is the creepy Fergality character? Why it's Fergus McGovern, managing director of Probe Software Ltd. (developer of the Genesis version of *Mortal Kombat* and *MKII*). You may remember him as the head that flew by the moon in the Pit Stage of the original *Mortal Kombat*. I guess now we want to show off a little more of his stunning figure.

We could only find the Fergality for Rayden on the Armory stage. Might there be Fergalities for all the characters? Can you do Fergalities on different levels? Are there other nasty tricks that "Oooh, Nasty!" can do? Check in next issue to see if we'll be dropping any more science on these mysterious questions and more.

Captain, you're wanted on the Bridge!



It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™, or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how

exciting a simulator can be. Isn't it time to enroll?



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Nintendo

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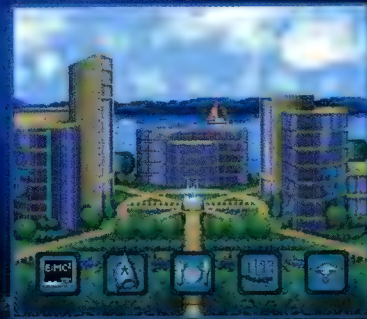




Interplay

Or don't play at all.™

STAR TREK
STARFLEET ACADEMY™
Starship Bridge Simulator



Exclusive Strategies
by Zach Meston



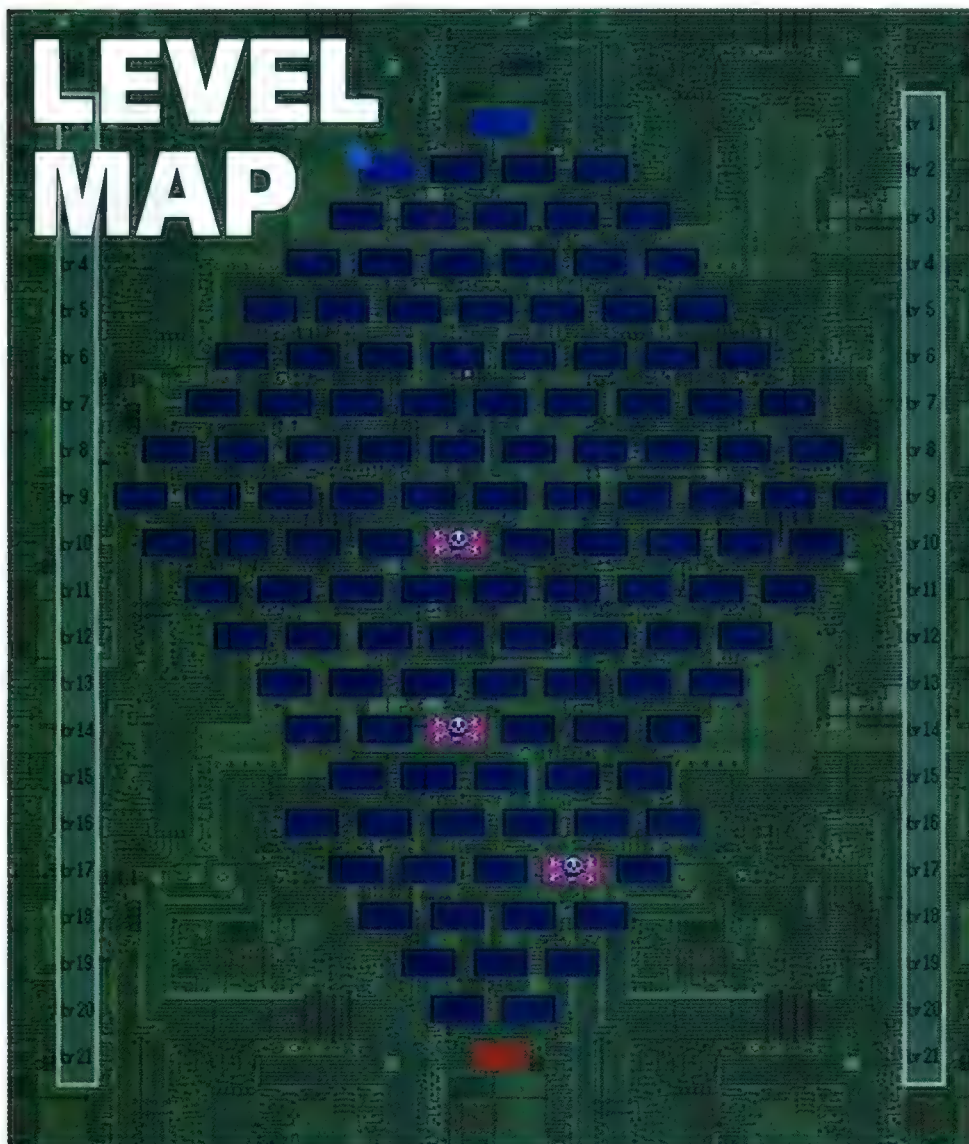
Data East for the Sega CD



BASIC STRATEGIES

• When you destroy all 30 monuments, or press one of the “restart” buttons (see below), you’re sent back to Level 1A, but you don’t lose your saved game. (Destroying all the monuments also earns you a brief animation sequence.) All of the levels and gags you’ve seen so far are still indicated in the save. To get a perfect score of 100% levels and 100% gags, you literally have to press *every* button, including the ones that destroy monuments or send you back to the start.

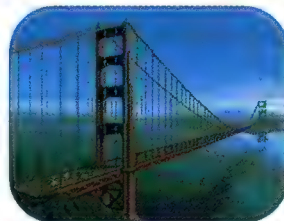
LEVEL MAP



I gotta hand it to Data East: Not only did they come up with one of the most memorable (and grotesque) print ads in recent history, they also had the good sense not to mess with some of the more “offensive” animations in this hysterically funny Sega CD game (released in Japan a couple years back under the name *Switch*). This guide ain’t funny, but it does show you what happens when you press each and every one of the 1,000+ buttons in the game. Oh, by the way, ignore the MA-17 rating given to *Panic!* by the humorless dweebs at the V.R.C.—there’s nothing here that most people haven’t seen or heard by the age of five.

MONUMENTS AND WHERE TO DESTROY THEM

Level 6H: Bullet Train



Level 7A: Golden Gate Bridge

Level 7C: The Opera

Level 8C: The Smiths’ House

Level 8I: Versailles Palace

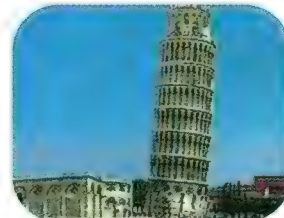
Level 9C: Taj Mahal

Level 9E: White House

Level 9F: Pyramid

Level 9G: Buckingham Palace

Level 9K: Luxury Liner



Level 10B: Leaning Tower of Pisa

Level 10C: British Parliament Building

Level 10G: Roman Coliseum

Level 10J: Industrial Complex

Level 11C: Dam

Level 11D: Tribal Tent

Level 11F: New York

Level 11H: Great Image of Buddha

Level 12B: Great Wall of China

Level 12E: Igloo



Level 12H: Mount Rushmore

Level 13C: Eiffel Tower

Level 13D: The Kremlin

Level 14E: Raft House

Level 14F: Arc de Triomphe

Level 15B: The Statue of Liberty

Level 15D: Himeji Castle

Level 16D: Stick’s House

Level 16E: Sagrada Familia

Level 17A: Temple of Seva

BUTTON LABEL LEGEND

Letter/number combination (e.g., 14D): Indicates the level you're sent to when you press the button.

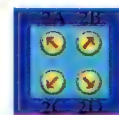
M: Indicates a booby-trapped button that destroys one of the 30 monuments.

R: Indicates a "restart" button that sends you back to Level 1A.

W: Indicates that you win the game when you press the button.

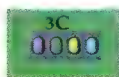
Unlabeled buttons: These show wacky animations when you press them.

YOU JUST NEVER KNOW WHAT TO EXPECT!



Level 1A:
Inside the TV

Level 2A:
Outside the Elevator



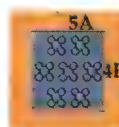
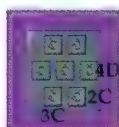
Level 2B: Cigarette Vending Machine

Level 2C: Vacuum Cleaner

Level 2D: Facsimile Machine

Level 3A: Inside the Elevator

Level 3B: Frankenstein



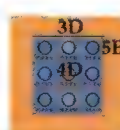
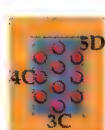
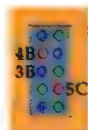
Level 3C: Control Room

Level 3D: Statue with Many Hands

Level 3E: Green Monster

Level 4A: Lawnmower

Level 4B: Giant Television



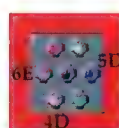
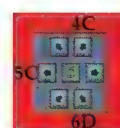
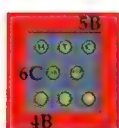
Level 4C: Umbrella

Level 4D: Hallway with Doors

Level 4E: Movie Camera

Level 4F: Living Room

Level 5A: Mona Lisa



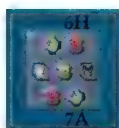
Level 5B: Light Bulbs

Level 5C: Hairdryer

Level 5D: Genie's Lamp

Level 5E: Blender

Level 5F: Metal Pig



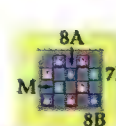
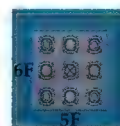
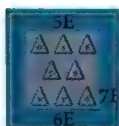
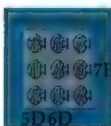
Level 5G: Flying Horse

Level 6A: Blob

Level 6B: Spacesuits

Level 6C: 35mm Camera

Level 6D: Toilet



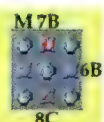
Level 6E: Speedboat

Level 6F: UFO Above a Field

Level 6G: Parachute

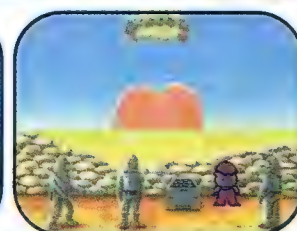
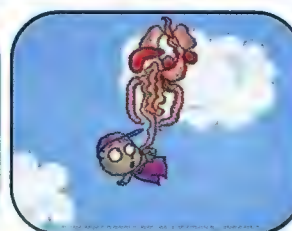
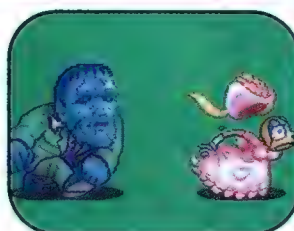
Level 6H: Nuclear Test Site

Level 7A: Snowy Day



Level 7B: Test Tubes

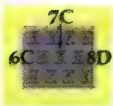
Level 7C: Row of Houses



Tips & Tricks

Winter 1995

25



Level 7D:
Spider

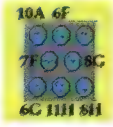


Level 7E:
Batting Practice

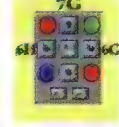


Level 7F:
Tubes

Press the buttons on the tubes to fill up the screen with them and see all the gags, then press the middle tubes until you're sent to **Level 7E**. A very boring level that should be avoided whenever possible.



Level 7G:
Ice Monolith



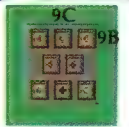
Level 7H:
Biplane



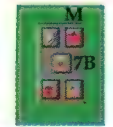
Level 7I:
Giant Battery



Level 8A:
Stone Face



Level 8B:
The Thinker



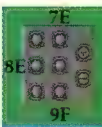
Level 8C:
Video Game



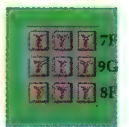
Level 8D:
Burning Building



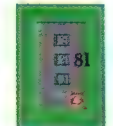
Level 8E:
Strange Statue



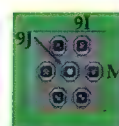
Level 8F:
Small Room



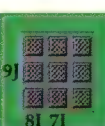
Level 8G:
Merry-Go-Round



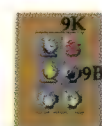
Level 8H:
Inside an Elevator (Dog)



Level 8I:
Blob (Dog)



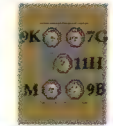
Level 8J:
Chessboard



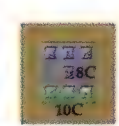
Level 9A:
Flying Bike



Level 9B:
Japanese Computer



Level 9C:
Forest Monolith



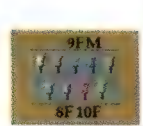
Level 9D:
Floating Sphere



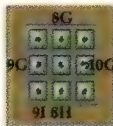
Level 9E:
Star Projector



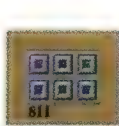
Level 9F:
Conveyor Belt



Level 9G:
Gas Station



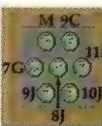
Level 9H:
Movie Theater



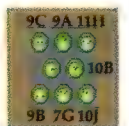
Level 9I:
Giant Television (Dog)



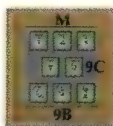
Level 9J:
Test Tubes (Dog)



Level 9K:
Desert Monolith



Level 10A:
Beach Monolith



Level 10B:
Dinosaur Skeleton



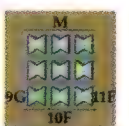
Level 10C:
Mermaid Statue



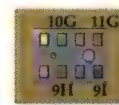
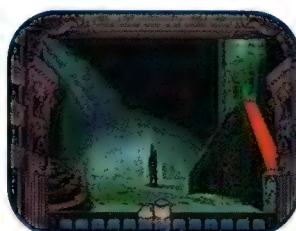
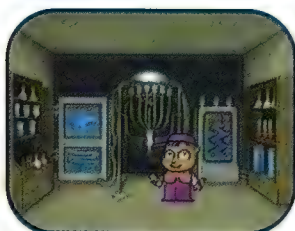
Level 10D:
Dentist's Chair



Level 10F:
Flashlight



Level 10G:
Yellow Car



Level 10H:
Soda Machine



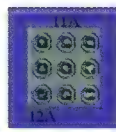
Level 10I:
Inside Another Elevator (Dog)



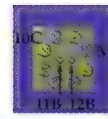
Level 10J:
Jukebox



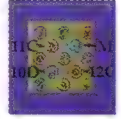
Level 11A:
Clocks



Level 11B:
Globe



Level 11C: "The Fly"
Chamber



Level 11D: Strange
Musical Instrument



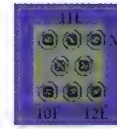
**IT DOESN'T GET ANY
WEIRDER THAN THIS!**



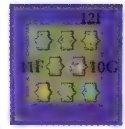
**PRETTY TRICKY,
DATA EAST!**



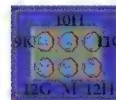
Level 11E: More
Conveyor Belts



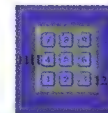
Level 11F:
Trophy Room



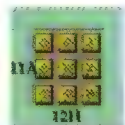
Level 11G:
More Tubes



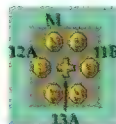
Level 11H:
Underwater Monolith



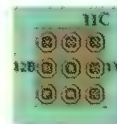
Level 11I:
Small Chest



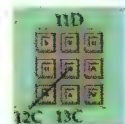
Level 11J:
Spaceship



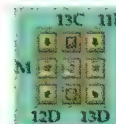
Level 12B:
Personal Helicopter



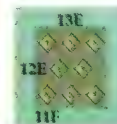
Level 12C:
Black Dot



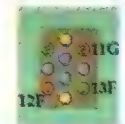
Level 12D:
Mega-CD Title Screen



Level 12E:
Grassy Field



Level 12F:
Subway Car



Level 12G:
Bubble Machine



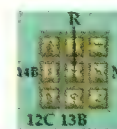
Level 12H:
X-Ray Machine



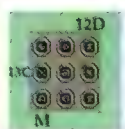
Level 13A:
Film Projector



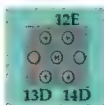
Level 13B:
Basketball Player



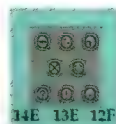
Level 13C:
Pyramid



Level 13D:
Headless Babies



Level 13E:
Jacket Closet



Level 13F:
Satellite Dish

Pressing the two buttons in different combinations causes different gags and sends you to different levels. Try these three combos for starters: top button twice; top, bottom, top; bottom, bottom, top.



Level 13G: Outside
Another Elevator



Level 14A:
Snail Shell



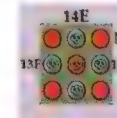
Level 14B:
Inside the TV Again



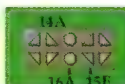
Level 14D:
Robot Sumo Wrestler



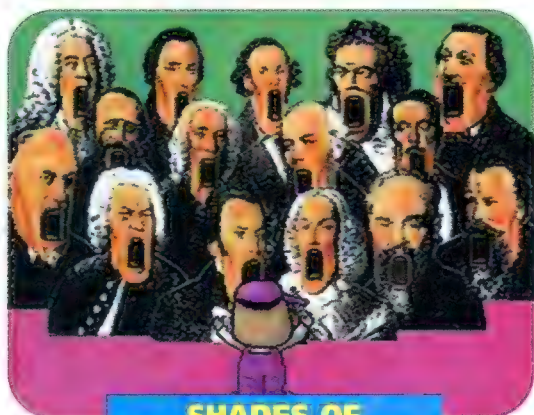
Level 14E:
Moped



Level 14F:
Cannons



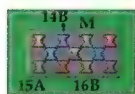
Level 15A:
Button Belt



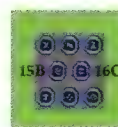
SHADES OF MONTY PYTHON!



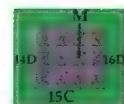
SOMETHING FUNNY'S GOING ON AROUND HERE!



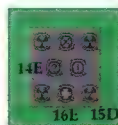
Level 15B:
Chorus



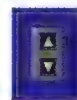
Level 15C:
Bus Stop



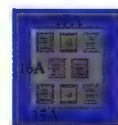
Level 15D:
Headless Animals



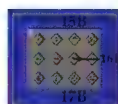
Level 15E:
Refrigerator



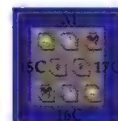
Level 16A: Outside Yet
Another Elevator



Level 16B: Another Giant
Television



Level 16C:
Hovercycle



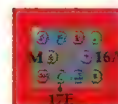
Level 16D:
Microwave Oven



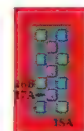
Level 16E:
Phone Booth



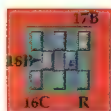
Level 16F: Inside Yet
Another Elevator



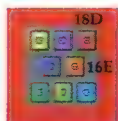
Level 17A:
Animal Treadmill



Level 17B:
Diving Suit



Level 17C:
Pipe Organ



Level 17E:
Coal Engine

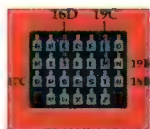


Level 18A: What,
Another Elevator?

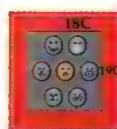
Pressing the two buttons in different combinations causes different gags and sends you to different levels. Try these three combos for starters: top button twice; top, bottom, top; bottom, bottom, top.



Level 18B:
Bed



Level 18C:
Typewriter



Level 18D:
Washing Machines



Level 19A:
Entering the Network

There are no buttons here; you automatically go to Level 20A.



Level 19B:
Entering the Network

There are no buttons here; you automatically go to Level 20B.



Level 19C:
Entering the Network

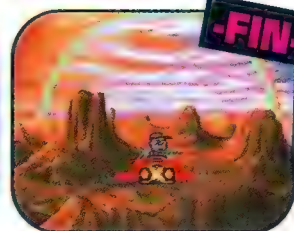
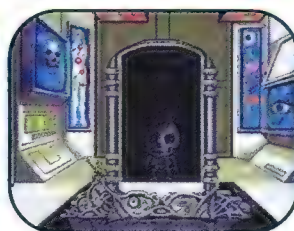
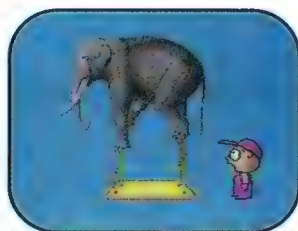
There are no buttons here; you automatically go to Level 20B.



Level 20A: Computer
Network Server



Level 20B: Computer
Network Server





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OFFER EXPIRES JUNE 10, 1995

TATT#4

BATTLETECH

by Zach Meston

Extreme really should be paying royalties to Electronic Arts, because *Battletech* is one of the most blatant "tributes" to *Desert Strike* and *Jungle Strike* I've ever seen. Which is not a bad thing, mind you, since *Desert Strike* and *Jungle Strike* were kick-ass games. *Battletech* isn't quite as good as either—there are only five levels, the missions in each level aren't as involving as they could be and the ending sequence blows meaty chunks—but the difficulty level is definitely challenging (to the point of frustration) and the graphics are almost as gorgeous as Readysoft's public relations goddess, June Brown, whose boyfriend I'm currently plotting to bump off. (Obsessed? Me? Nah.) Here's a bunch of maps, pictures, and strategies to make your journey through the game easier than mine!



YOUR 'MECH

GENERAL HINTS

- When an enemy 'Mech attacks you, attack it immediately with your most powerful weapons and take it out ASAP. 'Mechs are simply too dangerous to mess around with for longer than absolutely necessary.
- Position yourself behind enemy targets and let the enemy destroy them for you. You save plenty of ammo this way. This technique works particularly well with enemy 'Mechs, which you can often destroy by goading the other enemies into shooting at you and hitting the enemy 'Mech.



WEAPON SCREEN

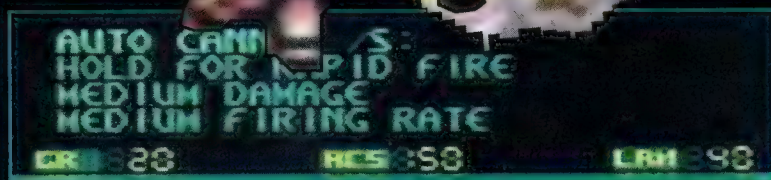
- Blow up all the buildings you come across to find ammo. Our maps label the locations of ammo and Coolant containers on each level (except for the ammo and Coolant carried by enemy 'Mechs).

- Each player has his own idea of the best weapon selection. My personal faves were the Gauss Rifle (more ammo and damage than the other Heavy Ordnance weapons), Auto Cannon (a good combination of ammo and power) and Long Range Missile (much more useful in combat than either the Inferno or the Thunder Mines). Experiment on your own to find out what you like the most.



SIDE ATTACK

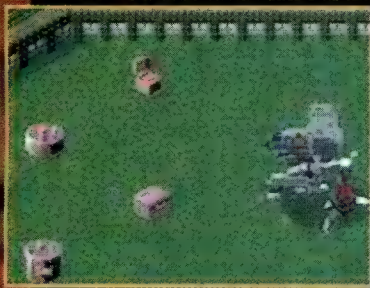
- With most of the enemies in *Battletech*, your strategy is simply to run and shoot, but there's a handy technique you can use against the cannons that move up and down; shoot them from the side, far enough away so that they can't return fire.



LEVEL 1: ALSHAIN

Mission 1

• **Briefing:** The radar site is located in the south east sectors. This installation feeds your coordinates to all ground-based guns. Take it out.



SUPPLY CACHE

• You start the mission at the south end of the map, just to the east of a supply cache with one of each ammo type (and a Coolant container). Return here if you're running low on ammo and have already raided nearby buildings for the hidden ammo inside.

• The radar site is covered with mines that explode when the Madcat stomps on them. You can use the Main Gun to strafe the field and blow up the mines before stepping on them, although you certainly won't hit them all. Attack the cannons on the perimeter of the site before you charge through the fence to blow up the radar dishes. There's Coolant underneath one of the dishes, to make up for the damage you take from the mines. You're also attacked by an enemy 'Mech carrying a second Coolant container. Use your Main Gun and Tactical Weapon to very quickly destroy the 'Mech.



Mission 2

• **Briefing:** Aerotech attacks are frequent and deadly. Take out the **Aeroport** in the eastern sectors to rid yourself of this vicious nuisance.

• Aerotechs are the aircraft flying so high in the sky that you can only see their shadows as they make strafing runs on your Madcat. These runs can be avoided if you notice them early enough. Use your Heavy Weapon to destroy each of the four Aerotech hangars.



MINEFIELD

Mission 3

• **Briefing:** DMCS 'Mech and tank bays in the western sectors manufacture 'Mechs and tanks. Eliminate this zone quickly or they will amass an overwhelming force against you.

• There's a 'Mech-producing building in the middle that you should take out immediately.

To give you even more incentive, there's a Coolant container inside it. Once the 'Mechs stop attacking, the rest of the zone is easy by comparison. Use your heavy weaponry to take out the buildings; there's simply too much firepower here to mess around with.



THE HANGAR

Mission 4

• **Briefing:** We have just discovered our captured **Star Captain** is being held in the north west sectors. He will deactivate the **DMCS Compound's** bay doors for you.

• The only defense in this area is ground cannons, which are easy to destroy. Stay out of their attack range and pick them off one at a time. There's no time limit, so don't rush—though there is one tank-producing building that should be destroyed as soon as possible. Destroy the two buildings and the captured Star Captain runs to your 'Mech for pickup. (You can also position yourself behind the buildings and let the cannons destroy them for you.)

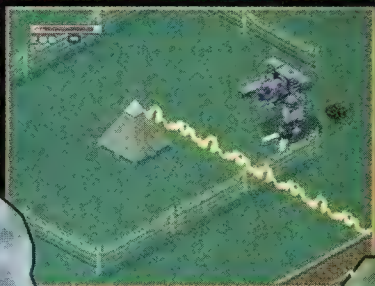


CANNONS

Mission 5

• **Briefing:** The **DMCS Compound** has a very effective internal defense system. Destroy the **power generators** at the four corners of the compound to disable this system.

• Each power generator is guarded by three cannons. As you did in the previous mission, shoot the cannons from long range, and destroy the generator when the coast is clear. There's one of each ammo type, and a Coolant, under the generators.



GENERATORS

Mission 6

• **Briefing:** Take out the **main DMCS compound** itself. **Level the place.**

• Blow the main gate and immediately run around the perimeter of the compound, using everything you have to destroy the enemy buildings and vehicles. This is the final mission, so you might as well let loose! The building in the center of the compound has a Coolant inside, so destroy it if you're running high on damage. Blow up all the buildings to complete the level.



THE PERIMETER



BLOW THE MAIN GATE AND LEVEL THE PLACE!

LEVEL 2: SATALICE

Mission 1

• **Briefing:** Rasalhague will send a shipment of **parts** off the planet in a **few minutes**. Unfortunately, we do not know which of the **two launch sites** they plan to ship the parts out from. Locate and **destroy both** sites before the shipment can leave the planet.

• The first launch site is in the south section of the level, and the second launch site is in the northeast corner. From your starting location, walk southeast through the mountains to the first site, destroy it, and then go northeast to the second site. (Refer to the map with delineated path.) Don't waste any time fighting enemies unless it's absolutely necessary to take them out. Trying to hit the sites the other way around is all but impossible because of the huge number of enemies you encounter (including an enemy 'Mech) while cutting across the north section of the level. Each launch site has a Coolant under it, so you simply need to survive until you reach each site. If you make it to the first site with 80 seconds to spare, you're making very good time.

Mission 2

• **Briefing:** Take out the **eight material gathering stations**. You must destroy them all or the **main assembly plant** will be too volatile to attack. If the **smoke stacks** on the main plant are still smoking, you have **not** taken out all the gathering sites.

• With the launch sites destroyed, you can now take your time exploring the rest of the level. Go to each station, destroying any guards and weapons around it, then the station itself. The enemies are much more aggro in this level, so you must have your aiming/shooting skills down pat to survive. Especially make sure you blow up the doors in the canyon walls that release enemy tanks and soldiers—the fewer enemies you have to face, the better.

• The station near the southwest corner of the map is in the middle of a large field of lava. Approach it from the north path, which is much easier to negotiate than the deadly lava fields located to the south.

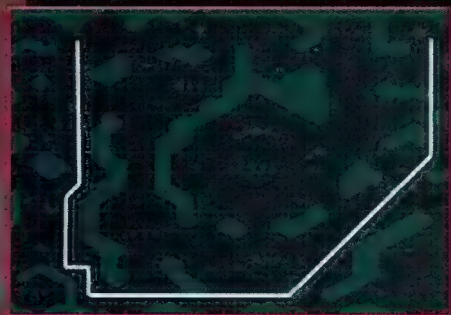
• You can completely avoid confronting the enemy 'Mech at the north end of the map, but if you want to fight him, approach from the west side. The east side has an erupting crater that combines with the enemy 'Mech's shots to overheat you in seconds.

Mission 3

• **Briefing:** Destroy the **main assembly plant**. It is heavily guarded so be prepared for a wild firefight. Good luck.

• Attack the plant from the southwest corner to deal with the enemy 'Mech right away. (Notice that it stays within the plant area and doesn't come out to follow you.) If your damage is running high, go for the coolant from the nearby station you blew to hell earlier. Once the 'Mech is gone, you can venture into the plant and start blasting away.

• The mines make their first appearance on the north side of the plant, popping out of the ground when your 'Mech gets close and exploding a few moments later. These mines are stationary, so you can easily shoot them or simply run away before they blow. There are homing mines in later levels that move towards your 'Mech, and are much harder to avoid or shoot.



WALL DOORS

**SURVIVE.
DESTROY.
GOOD LUCK.**



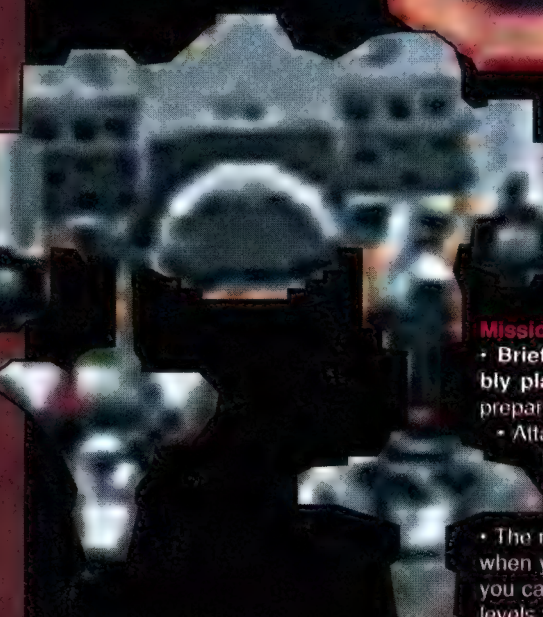
THE LAUNCH BAY



ENEMY 'MECH



MINES



LEVEL 3: RIDDERKERK

Mission 1:

• **Briefing:** Your radar is being completely jammed. FedCom has five radar jamming sites in the area. Locate and destroy all of these sites.

• You start in the southwest corner of the level, which is filled with homing mines, so walk slowly north and be ready to run south if a mine pops out of the snow. Remember, a mine only appears once, so after it has been triggered, it won't appear again.

• Three of the five radar dishes are located on ice. Ice slows down your 'Mech and makes it slip around instead of turning immediately. On the ice, firing a weapon pushes your 'Mech backwards. For example, if the 'Mech is facing west and you shoot, the 'Mech slides rapidly to the east. Make sure not to slide into the walls by firing uncontrollably or unnecessarily. Try to stand on solid ground (there are a few snow patches on the ice) if possible before shooting at anything.

• Use the shoot-recoil trick to quickly get you out of trouble—for example, if a homing mine appears and you have to quickly back away from it. If you try to turn around, the mine hits your 'Mech, but if you fire a weapon or two, your 'Mech slides back out of range.



STAND ON SOLID GROUND.

Mission 2:

• **Briefing:** You should be able to locate the **research center** on your radar screen as well as the **weak area** in the **center's** defensive perimeter. Break through it and take out everything in the **center**.

• Once you're through the weak spot, clear out the enemies in the south side of the center, then hit the north side. (The enemies in the south side are easier to take out, and there's a much-needed Coolant container to be had.)



SNOW MINE



COOLANT CONTAINER

One of the first enemies at the main base is a 'Mech; fortunately, it has a Coolant inside, so you can attack it aggressively. Once it's destroyed, slowly make your way to the north and take out each group of targets as you come to them. The north side of the base is teeming with homing mines, so watch out for them.



FROZEN RIVER



LEVEL 4: AVON

Mission 1

- **Briefing:** Locate the **four installations** that hold the device pieces. Each installation is protected by an **enclosed wall**. Break through these walls and pick up each piece to the **fuel air demolition device**.
- Make sure to choose the Large Laser as your Main Gun weapon, because this level is loaded with Main Gun ammo (and precious little of anything else).
- You might be tempted to immediately break into the installation next to your starting point in the southeast corner, but don't do it! You need to save this installation for last, and here's why: The moment you grab the fourth piece of the demolition device, it becomes active and starts counting down. The southeast installation is the only one close enough to the wall that you can run to it and plant the device before it goes off. Compende?

TEAR DOWN THE WALL

- This level is filled with caves spilling forth tanks and soldiers. You shouldn't waste too much time or ammunition destroying all the caves, but you should definitely take out some of them.
- Go after the northeast installation first; the enemy 'Mech there is surprisingly weak. There are mines near the ammo in this area, so be sure to tread carefully.
- The second installation you hit should be the north one. There are more mines along the route, along with plenty of cannons.
- The extremely well-guarded installation is your third target. Before going inside, you can stand outside the installation and position yourself so that the cannons inside destroy the enemy 'Mech. Don't get too close or you might get whacked by a Gauss Rifle shot.
- Use your Heavy Ordnance (preferably the Gauss Rifle) to clear a path straight through the minefield on the west side of the map.



YOU CAN AVOID THIS CONFRONTATION



THE MINEFIELD

DESTROY!



Mission 2

- **Briefing:** The defensive wall has been destroyed. Move in and take out the drop ship manufacturing plant. Good luck.
- Mow down the group of soldiers just behind the wall (easy) and then take on the 'Mech halfway through the plant (not easy). Destroy all the plant buildings to complete the level.



THE BASE



THIS IS A VERY DANGEROUS AREA!

LEVEL 5

Mission 1

- **Briefing:** Eliminate the **two radar jamming sites** that are interfering with your radar reception.
- This level is extremely cruel, with massive numbers of gunboats and helicopters, precious few ammo refills or Coolants and swampy areas that slow your 'Mech down and make you an easy target for the enemy hordes. Don't slog through the swampy areas unless absolutely necessary (which it is at several points) and use our map to find your way around.
- Use the Machine Gun as your Main Gun weapon on this level, because you run out of ammo too quickly with the others.

HOLD FOR RAPID FIRE
MEDIUM DAMAGE

Mission 2

- **Briefing:** Retrieve the **genetic material** located in the **gene storage centers**.
- With the radar jammers destroyed, you can see just how brutally tilted the odds are against you! You already had to take out most of the forces on the east side of map to reach the jammers, but now you have to hit the west. Go for the storage centers with the Coolants at first, so that you can return to them later when you need them (and you *will* need them). Try to leave one or two ammo refills untouched so that you can fill up before fighting the Thunderbolt 'Mech.

Mission 3

- **Briefing:** Destroy the **Thunderbolt 'Mech**.
- Search along the south side of the map to find the Thunderbolt, which is the fastest and most intelligent 'Mech in the game—no big surprise since it's the final boss! There's no real secret to success: Just lay into the T-Bolt with everything you've got and kill him before he kills you. When the T-

Bolt goes up in smoke, you earn the privilege of watching the r-e-a-l disappointing ending. I played this level thirty million times for THIS?!



ANNIHILATE THE THUNDERBOLT 'MECH!

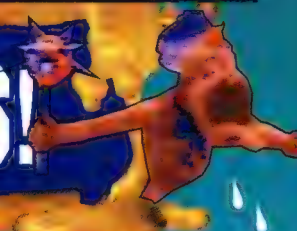
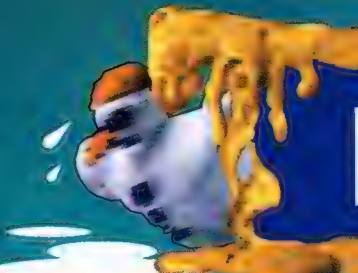
BATTLETECH PASSWORDS

Level 2: STJNNN
Level 3: GRBCHV
Level 4: BBYLND
Level 5: BMBRMN

Last year, VIDEOGAMES left no stone unturned in bringing you a complete moves list for the original *Clay Fighter*. (Well, we're still working on Blue Suede Goo's multiple-note Humming Attack.) Now there's a new fighter on the block: *C2—Judgment Clay*. Feast your eyes on the official VIDEOGAMES Magazine move list and secret character codes for *C2*; they'll make your journey as a clay warrior more enjoyable.



MOVES AND SECRET CHARACTERS!



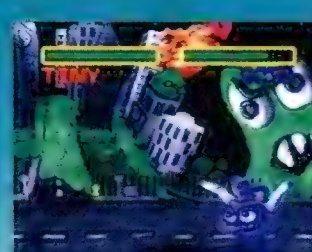
TINY



Ball Attack
←↓↘↗+Kick



Dash High
←(2 seconds), →+Punch



Dash Low
↙(2 seconds), ↘+Punch

Angle Ball
↓↘↗+Kick



NANA



Banana Slice
↓↘↗+Punch



Chuck Berry
↓(2 seconds), ↑+Kick

I'M
GONNA
SMASH
YOU!



HOPPY



Spinning Carrot
←(2 seconds),
→+Punch



Flash Hop
↓(2 seconds), ↑+Kick

Rabbit Punch
→↓↘+Punch





OCTO

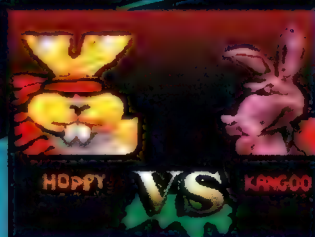


Cartwheel
←→+Punch



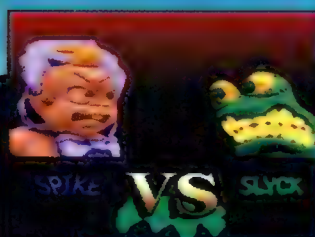
FROSTY

Snow Ball
←(2 seconds),→+Punch



KANGOO

Dashing Punch
←(2 seconds),→+Punch



BLOB

Spit
↓↘→+Punch



GOO GOO

Bottle
↓↘→+Punch



Dashing Four Punch
←(2 seconds),↙+Punch



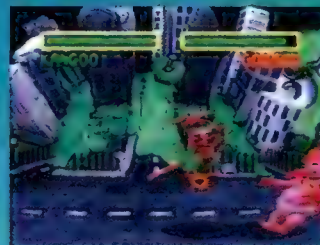
Ground Spin
→↘↓↙←+Kick



Snow Breath
→↘↓↙←+Punch



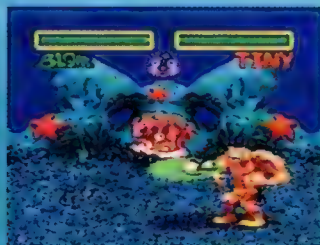
Head Butt
↓↑+Punch



Uppercut Butt
→↓↘+Punch



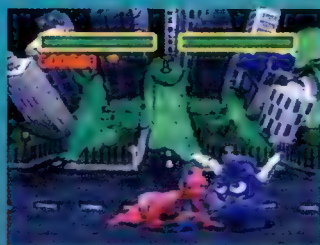
Whirlwind Punch Kangoo's
Whirlwind Punch is invoked
by continual rapid punches.



Saw
←(2 seconds),→+Punch



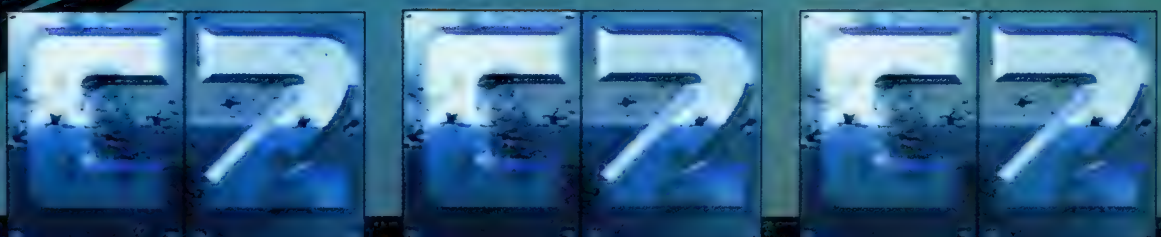
Death From Above
↓(2 seconds),↑+Punch



Ram Butt
←↙↘→+Kick



Diaper Uppercut
→↓↘+Punch



SECRET ALTER-EGO CHARACTERS AND HOW TO GET THEM!

BUTCH



Hold L button and put in the code X, R, A, X, R, R.

ICE



Hold the B button and enter the code Up, L, L, L, Right.

SLYCK

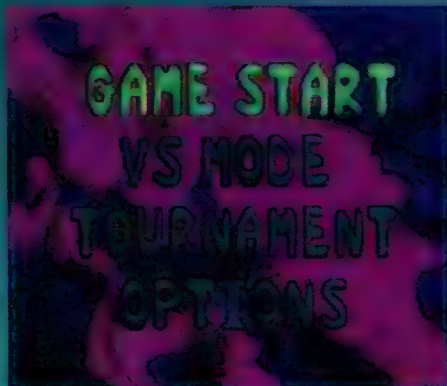


Hold the Y button and punch the code L, L, Up, L, Left, R.

SPIKE



Hold the R button and enter the code X, B, B, A, Y, Left, A.



Clay Fighter 2 is filled with a bunch of boss alter-egos that you can play. All of the following secret character codes must be entered on the "Game Start/VS Mode/Tournament/Options" screen.

WHAT A CROWD!



ALTER-EGO CHARACTER MOVES!

BUTCH



I WILL CRUSH THE LIFE OUT OF YOU!



Flying Splash
←(2 seconds), ↘+Punch



Two Step
→↓↘+Punch



Juggle Kick
→↓↘+Kick



Flying Fist
←↔+Punch



Big Stink
←↘+Punch

SLYCK



I'M A SHAPE-SHIFTING NIGHTMARE!



Psycho Spit
←↘↓↘+Punch



Slyck's multi-fist is invoked by continual rapid punches.



Vertical Boot
↓↘←↘+Kick

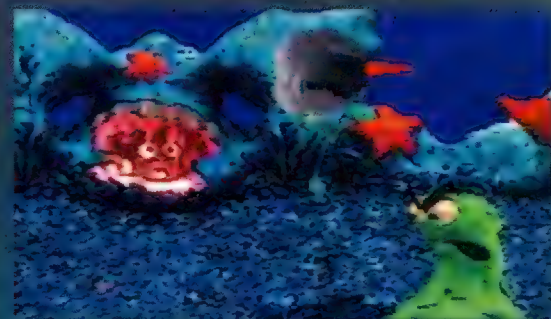
ICE



I'M GONNA
ROLL YOU UP
AND KNOCK
YOU OUT!



Sneaky Punch
←←←+Punch



Vertical Snowball
↓↑+Kick



Slide
←↘+Kick



Ice Ball
↓↘↗+Punch

SPIKE



JUST 'CUZ I
WEAR A DIAPER
DOESN'T MEAN I
CAN'T KICK
YOUR CLAY!



Spike's sonic yell is invoked by
continual rapid punches.



Rattle Spin
↓↙←+Kick



Butt
↓↘↗+Kick

THUNDER

JACK



SARGE

NEXT MONTH
WE'LL GIVE OUT
THE CODES
FOR THE REST OF
G2'S SECRET
CHARACTERS!

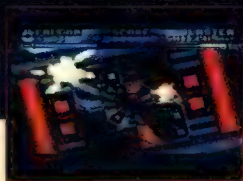
PEELGOOD



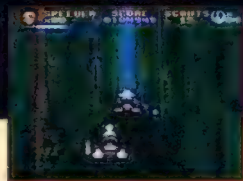
FACE YOUR DESTINY.



This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire—once and for all.



Mode 7 graphics will have you bug-eyed and screaming for more—all the way to the Death Star!



Enlist now, see the Galaxy:
Jabba's Palace, rancor's pit,
the Emperor's Tower, even
the forest of Endor!



Come face-to-face with the darkest of the dark side, from Jabba the Hutt to the Emperor himself.

SUPER

STAR WARS

RETURN OF THE JEDI



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE
A NEXT TIME.



What you are about to experience will either destroy
you—or make you a hero.



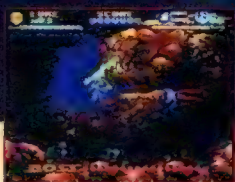
Vader. Jabba. The rancor. The Death Star. The
Emperor (yes, the Emperor!). Mode 7 graphics.
Your worst nightmare brought to life in a massive,
16-meg galaxy far, far away.



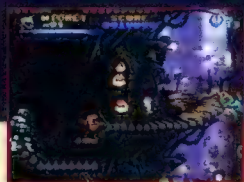
But don't panic, young Jedi. You get to play five
different *Star Wars* characters, including Wicket the
Ewok and Princess Leia. Plus, you've got the Force
on your side.



Training is over. Prepare to face your destiny!



The only difference is the
large popcorn and soda. (But
you wouldn't have time to
enjoy them anyway!)



He may look cuddly, but
give him a bow and Wicket
can skewer stormtroopers
with the best of them.



3800 Barham Blvd., Suite 305
Los Angeles, CA 90068



LICENSED BY

Nintendo

ALIEN vs. PREDATOR

Atari Corporation for the

JAGUAR

A new Jaguar game! A new Jaguar game! And this ain't no *Crescent Galaxy*, either: *AvP* has surprisingly complex game play, making it perfect for a strategy guide. (At least that's what I said to convince *TIPS & TRICKS* to let me write it.) Read on for loads of strategies, a detailed walk-through of the Colonial Marine scenario, and lovely maps of every area in the game, including those wacky airducts.

BASIC STRATEGIES

- When you enter a **new room**, and you don't see any enemies from the door, walk a few steps into the room and then walk back out. This draws out any enemies that are hiding just inside the room.
- Explore each **Sublevel** a section at a time, using the doors as boundaries. Completely clear out the current section before opening a door into a new section.
- Most of the objects and enemies are **randomly placed** from game to game—even when you restore a saved game. Dead marine bodies, on the other hand, always stay in the same places, so keep track of where they're located and what they hold. The soldiers invariably carry ammunition, while the white-suited medics carry Medkits.

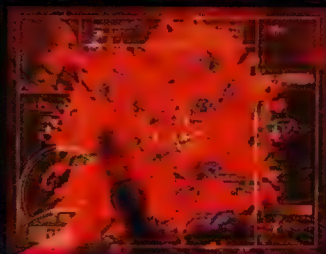


MARINE STRATEGIES

- Remember to read all the **text** in each **computer**. It usually contains valuable hints about what to do next.
- Kill the Aliens from a **distance** to avoid getting hit by the **acid spray** of their death. When Aliens attack, they have a tendency to **weave** back and forth, making it hard for you to hit them. Try walking straight back and firing only when the Alien is moving in a **direct path** towards you.
- Always try to kill Aliens in **rooms** rather than **corridors**. If you kill an Alien in a corridor, you're forced to walk over the **acid pool** and take damage. Lead the Aliens into a room by walking backwards, then plug 'em.
- Medkits** restore **25%** of your health, and **food** (found mostly in the Canteen area of Sublevel 3) restores **10%** of your health. Don't use the Medkits to heal small amounts of damage.
- Dead marine bodies** usually have weapon ammunition. **White-suited marines** usually have Medkits.
- Keep in mind that the **west elevator** can't move between Sublevels 3 and 4. To reach the western half of Sublevel 5, which leads to the Alien Ship, you have to go down to Sublevel 4 via the east elevator and then walk across the level to the west elevator.
- If you don't need an item, it stays on the floor even when you walk directly over it. Remember where spare Medkits and ammo can be found.
- Predators** are vicious and should usually be avoided unless you have the Smartgun, which takes them out relatively quickly. If you're not feeling confident enough to mix it up with a Predator, run like hell in the other direction. If you engage in battle with a Predator, he usually only attacks two or three times before becoming invisible again. Since Predators always attack you **honorably**, they always show up on the Motion Tracker before striking.
- The **Motion Tracker** is an extremely useful item for finding (and avoiding) enemies, so get it as soon as possible.



YOU'VE GOT
YOUR WORK
CUT OUT FOR
YOU, SOLDIER!



ACID SPRAY AT CLOSE RANGE
CAUSES MORE DAMAGE
THAN AT A DISTANCE



DEAD MARINES
CARRY AMMO



AVOID PREDATORS UNLESS
YOU HAVE THE SMARTGUN



WASTE THE ALIEN EGGS
AND FACEHUGGERS

All ten **Security Cards** are found on the bodies of dead marines.

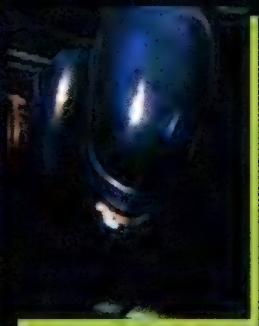
Certain areas of the game, and a few important items, can only be reached by crawling through **airducts**.

If you absolutely **must** kill an Alien in a **hallway**, try to kill it when it's as near as possible to either side of the wall. If you do this just right, you can walk around the acid pool without taking damage.

When you shoot an **Egg** from a distance, it immediately hatches and releases a **Facehugger**. There's a sneaky trick for shooting and destroying an Egg before the Facehugger is released: simply walk up to the Egg until it opens, then quickly blast it before the Facehugger pops out. This only takes about half as much ammo as shooting the Egg and the Facehugger.

If you're killed, and then **restore** a saved game, the dead marine bodies regain any ammo or Medkits they were holding, and the stationary Medkits and ammo packs reappear. This leads to a very efficient strategy for surviving and saving the game. First, get the item you're currently looking for, either a Security Card or a weapon. Second, acquire as much ammo and health as possible without putting yourself in too much danger. (For example, it's not worth going after a Medkit if you're going to be attacked by six or seven Aliens along the way.) Third, run into either the west or east elevator, close the door, and save the game. The elevator acts as a "base" of sorts. If you're unfortunate enough to be killed, just restore your last save and try again.

ALIEN STRATEGIES



YOU HAVE
RAZOR-SHARP
TEETH AND ONE
BAD ATTITUDE!

- There's no way to **heal** an Alien, so cocoon your enemies (claw attack, tail attack, claw attack) early and often.
- Since you have no **ranged weapons**, you must use speed and stealth to sneak up on your enemies and attack them from behind. Attacks do less damage if you don't give them time to charge up, so avoid holding down the attack buttons.
- A **moving target** is harder to hit, and Aliens are the fastest-moving creatures in the game. Therefore, run around like a bat out of hell to keep your enemies dazed and confused.
- Aliens can't use the **elevators** to move between Sublevels, only the **airducts**. Airducts don't have any enemies, so you can **hide** in them and wait for any cocoons you've created to gestate into extra lives.



COCOON AS MANY
ENEMIES AS YOU CAN



SNEAK ATTACKS
WORK BEST



REMEMBER TO KEEP
MOVING



PREDATOR STRATEGIES



YOU'RE ON THE
HUNT, AND YOU
WILL NOT BE
DISHONORED

- Don't attack when **invisible**! Invisible attacks subtract points from your score, which means you might lose the use of the cooler weapons in your arsenal.
- **Marines** can't see you when you're invisible *and* at a distance, so you can avoid fighting them simply by staying at long range. **Aliens** can see you whether you're invisible or not.
- You can refill your **Health-Pak** by picking up Medkits and food. If you continue to hold down **OPTION** even after your health has been fully replenished, the Health-Pak flashes as a warning that you're wasting precious energy. If your health is running low and your Health-Pak is almost empty, avoid any further hunting until you locate more Medkits and refill the Health-Pak.
- Killing Aliens at **close range** quickly decreases your energy. Concentrate on killing Marines until you build up enough points to earn a **long-range** weapon for use against the Aliens. Attacks do less damage if you don't give them time to charge up, so avoid holding down the attack buttons.
- Avoid confronting **large groups of Marines**, because they all start to fire when they become aware of your presence. It's best to engage only a **single Marine** at a time.

Even though the scenario description says that you have to return to your ship with the skull of the **Alien Queen**, all you really have to do is kill her to win the game.

The number of points you score for each kill is affected by two factors: **invisibility** and **weapon selection**. If you defeat an opponent while **visible**, points are **added** to your total; if you defeat an opponent while **invisible**, points are **subtracted** from your total. If you defeat an opponent with a **hand-to-hand weapon** (Wrist Blade or Combi-Stick), the points are **full value**; if you defeat an opponent with a **long-range weapon** (Smart Disk or Shoulder Cannon), the points are **half value**. Refer to the handy chart below for point values.

ENEMY	HAND-TO-HAND POINTS	LONG-RANGE POINTS
Alien	10,000	5,000
Marine	5,000	2,500
Facehugger	900	450
Egg	300	150
Fuel Drum	100	50



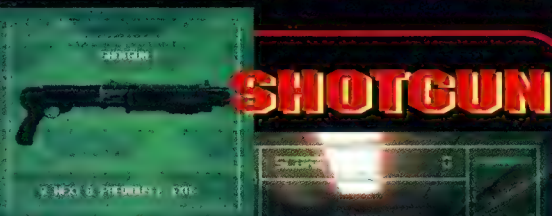
STAYING INVISIBLE AND AT A
DISTANCE AVOIDS CONFRONTATION



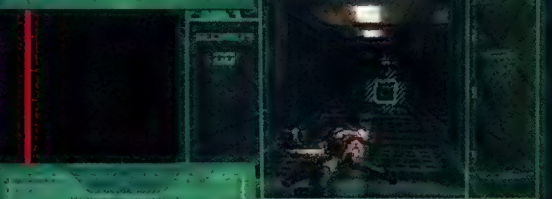
DO NOT ATTEMPT ATTACKS ON LARGE
GROUPS OF MARINES



THIS THING IS PISSED OFF, BUT DON'T
LET THAT DISTRACT YOU



SHOTGUN



PULSE RIFLE



FLAMETHROWER



SMARTGUN



You can tackle the Marine scenario in any number of ways, but here's our recommended path through the game. (Notice that we skip two of the more difficult Cards to collect.)

1. Collect the Shotgun.
2. Collect Security Card #01.
3. Collect the Pulse Rifle on Sublevel 3.
4. Collect the Motion Tracker.
5. Collect Security Card #02.
6. Collect Security Card #03.
7. Collect Security Card #04.
8. Collect Security Card #06 (skip #05).
9. Collect Security Card #07.
10. Collect the Flamethrower.
11. Collect Security Card #09 (skip #08). Once you have this card, you can raid ammo-filled rooms in the Armories to load up every weapon, including the Smartgun.
12. Collect the Smartgun.
13. Collect Security Card #10.
14. Enter the Command Center on Sublevel 2, use the computer, and initiate the self-destruct sequence.
15. Enter the Escape Pod on Sublevel 5, use the computer, and fly away from the station before it self-destructs.



IT'S TIME TO ROCK!

Shotgun

You get the Shotgun from the dead marine just outside your cell in the Brig. It takes three Shotgun blasts to kill an Alien.

Pulse Rifle

There are three Pulse Rifles that can be obtained without needing Security Card #05 to get into the Armories. The **first** (and easiest to get) **Rifle** is on Sublevel 3. Enter the Kitchen from the Canteen area (you need Security Card #01) and find the airduct in the Kitchen storeroom. This leads to Airduct 3C. Crawl to the second outlet, which leads into a series of rooms blocked off from the rest of the Sublevel by jammed doors. You find the Pulse Rifle on a body in one of the rooms. The **second Rifle** is in the Training Maze on Sublevel 4, which can't be accessed until you have Security Card #03. Enter Sublevel 4 via the east elevator. Take the south entrance into the Maze by taking the door to the south and then the first door to the right. The Rifle is on a body in this room. The **third Rifle** is on Sublevel 1. Enter Sublevel 1 via the east elevator and take the passage to the right. The Rifle is on a body in the small room to the left.

Flamethrower

You can get the Flamethrower from the Armory on Sublevel 2 or Sublevel 4 (we used Sublevel 2). You need Security Card #07 or higher to enter the Armory and enter the room with the Flamethrower, found on a dead marine body.

Smartgun

This awesome weapon needs only a single shot to kill an Alien, and a short burst of fire to kill a Predator. Unfortunately, this amazing gun is located in the Great Hall of the Predator Ship. From the entrance of the Ship, walk straight ahead to the end of the hall, then take the passage to the left. Follow this hall to the end and then take the passage to the right. Follow this passage as it winds around the Ship and goes to the Great Hall. The Smartgun is on the dead marine body at the far end of the Hall.

Motion Tracker

The Motion Tracker is on Sublevel 5. Enter Sublevel 5 via the east elevator. Take the passage to the right, then turn left and enter the first door on the right. Walk over the dead marine to pick up the Tracker.

Security Card #01

Exit the Brig and turn left. There's a passage to the left and to the right. Take the left passage and walk over the dead marine to take the card.

Security Card #03

To collect this card, you need to crawl through Airduct 3B, which has two entrances on Sublevel 3. One of them is in the northwest corner of the Barracks, and the other is east of the Airlock, behind the Petty Officers Area. Crawl through the Airduct to a group of rooms blocked off from the rest of Sublevel 3 by a jammed door. The card is on a body in one of the rooms.

Security Card #05

Enter Sublevel 2 via the east elevator. Turn right and walk toward the northeast corner of the Sublevel. Go into Airduct 3B in the northeast corner. Go through the exit in the centermost part of the Airduct to come out in the Officers Area. Search the bodies to find the card.

Security Card #04

Enter Sublevel 4 via the east elevator. Go straight through the first door, then go through the door on the right. Follow the passage straight ahead, and hug the left wall until you find the body with Card #04.

Security Card #05

Enter Sublevel 5 via the east elevator and take the passage to the left. Follow the passage and take the first passage to the right. Turn right, walk forward a few steps, then take the left passage. Follow the passage as it twists around, and enter the last door on the left. Card #05 is on the body at the far left end of the room.

Security Card #06

Enter Sublevel 4 via the east elevator. Exit the elevator to the left, move down the passage to the left, and enter the Training Maze through the door to the right. Take the door to the left in the square room. Now take the first passage to the right and turn right again. Follow the passage until you reach Airduct 4C. Airduct 4C has only two outlets: the one you entered, and the one that leads into the supply room in the Sublevel 4 Medlab. From the supply room, walk south and enter the fourth room on the left. Search the body to find Card #06.

Security Card #07

Enter Sublevel 1 via the east elevator. Take the passage to the left, then turn to the right. There's a smaller room in this large area that can only be opened with Security Card #06. On a body inside the smaller room is Card #07.

Security Card #08

This card is inside the Alien Ship, which is entered from Sublevel 5. From the entrance of the Ship, take the passage to the left. Next, take the passage to the left, then the first passage to the right. Follow the passage to the left, then turn right, and right again. Walk straight ahead and follow the passage to the left. At the intersection, turn left, then take the passage to the right. You find yourself in a large room. Card #08 is on the body in the far right-hand corner.

Security Card #09

This card is inside the Predator Ship, which is entered from Sublevel 1. From the entrance of the Ship, walk straight ahead to the end of the hall and take the passage to the left. At the end of this hallway, take the passage on the right, then take the first passage left. You find Card #09 on the body at the end of the room.

Security Card #10

This card is located at the center of the Alien Ship. When you reach the center, you get to battle the Alien Queen and retrieve the card from the cocooned body in the northeast corner of the room. You can kill the Queen, but it takes a mind-boggling amount of ammunition; we needed to pump the bitch full of all our Smartgun and Flamethrower ammo before she went down. Worse yet, the Queen comes back to life as soon as you retrieve the card! The room is full of Eggs, so shoot them all and watch out for the ever-dangerous Facehuggers.

JAGUAR
7
SECURITY
CARD

8
SECURITY
CARD

9
SECURITY
CARD

10
SECURITY
CARD

LEVEL MAPS



LEGEND

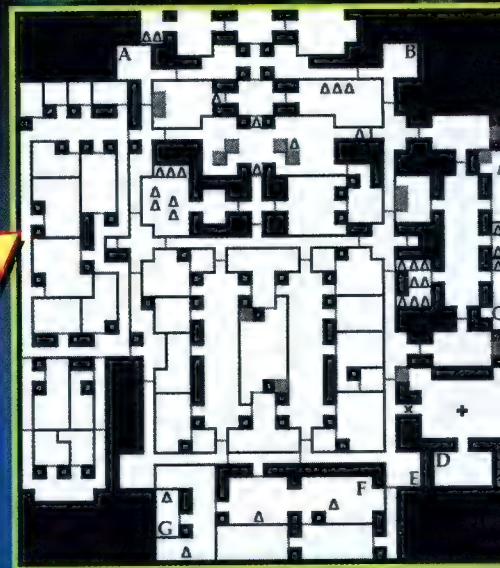
- △ AMMO
- COMPUTER
- × DOOR JAMMED
- + MEDKIT

SUBLEVEL 1

- A: Predator Ship
- B: Airduct 1B (A)
- C: Airduct 1B (B)
- D: Airduct 1B (C)
- E: Airduct 2B (E)

SUBLEVEL 2

- A: Airduct 2B (A)
- B: Airduct 3B (B)
- C: Flamethrower
- D: Airduct 3B (D)
- E: Airduct 2B (C)
- F: Security Card #03
- G: Airduct 3B (C)



JAGUAR LEVEL MAPS

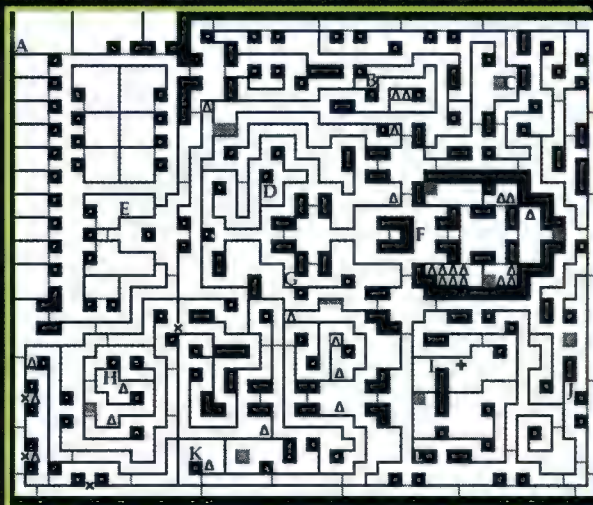
SUBLEVEL 3

- A: Airduct 4B (A)
- B: Airduct 3B (A)
- C: Shotgun
- D: Security Card #01
- E: Airduct 3C (A)
- F: Airduct 4B (F)
- G: Airduct 3B (E)
- H: Security Card #02
- I: Pulse Rifle
- J: Airduct 3C (B)
- K: Airduct 3B (F)



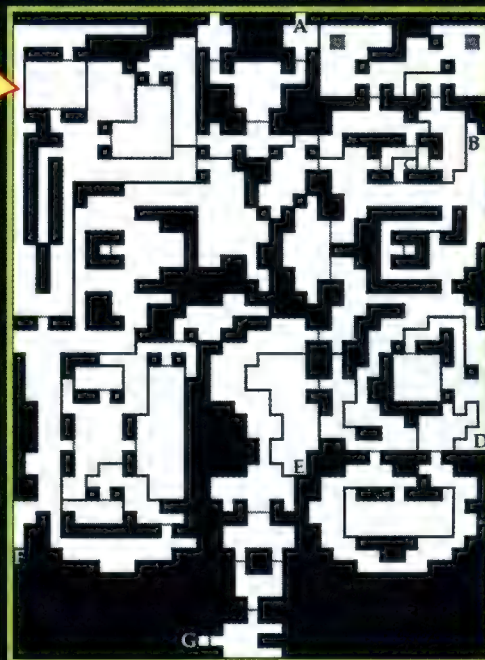
SUBLEVEL 4

- A: Airduct 4C (B)
- B: Airduct 4B (B)
- C: Airduct 4B (C)
- D: Security Card #04
- E: Security Card #06
- F: Airduct 4B (D)
- G: Airduct 5B (D)
- H: Airduct 4B (E)
- I: Airduct 4C (A)
- J: Airduct 5B (B)
- K: Airduct 5B (A)
- L: Airduct 4B (G)



SUBLEVEL 5

- A: Alien Ship
- B: Airduct 5C (B)
- C: Motion Tracker
- D: Airduct 5B (C)
- E: Security Card #05
- F: Airduct 5C (C)
- G: Escape Pod
- H: Airduct 5C (A)



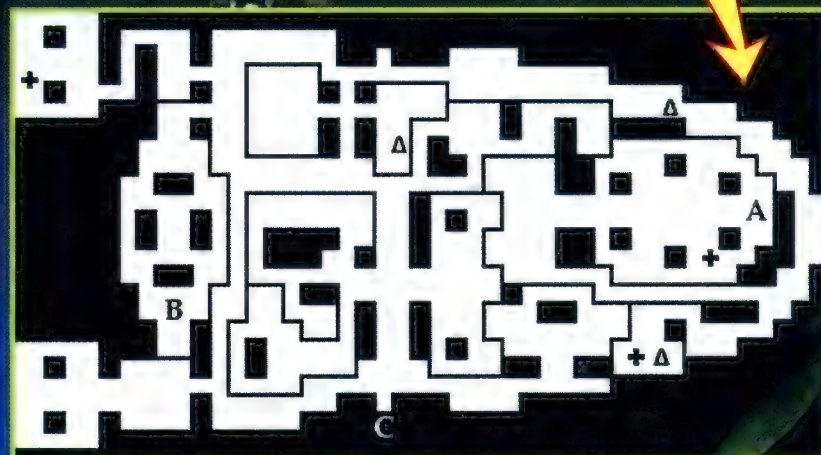
IF IT
BLEEDS,
YOU CAN
KILL IT!

ALIEN SHIP

- A: Security Card #08
- B: Security Card #10
- C: Sublevel 5

PREDATOR SHIP

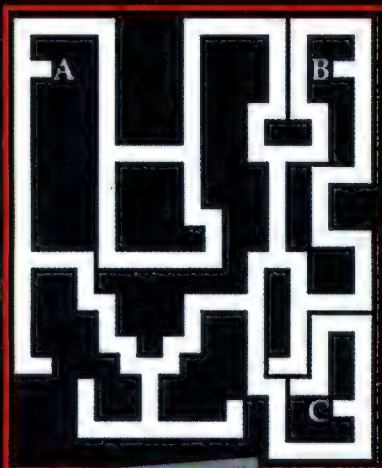
- A: Smartgun
- B: Security Card #09
- C: Sublevel 1



LEGEND

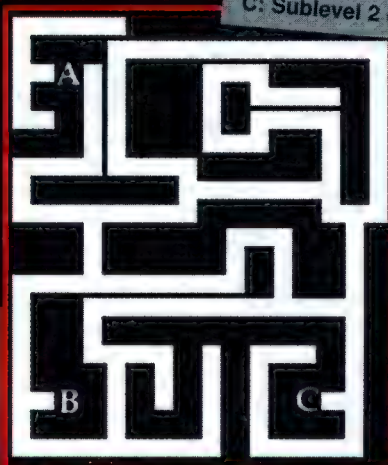
- Δ AMMO
- COMPUTER
- x DOOR JAMMED
- + MEDKIT

AIRDUCT MAPS *JAGUAR*



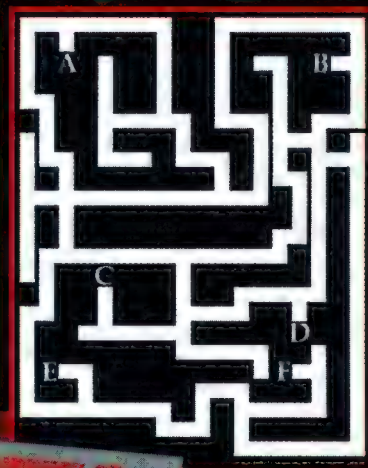
AIRDUCT 1A

A: Sublevel 1 (B)
B: Sublevel 1 (C)
C: Sublevel 1 (D)



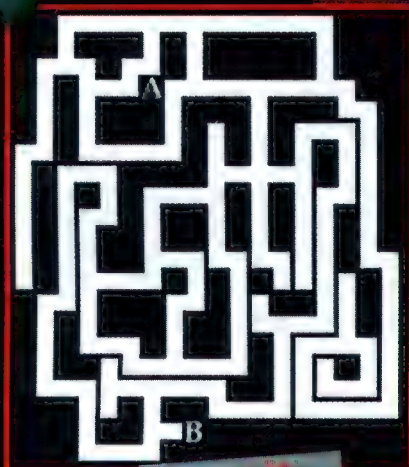
AIRDUCT 2B

A: Sublevel 2 (A)
B: Sublevel 1 (E)
C: Sublevel 2 (E)



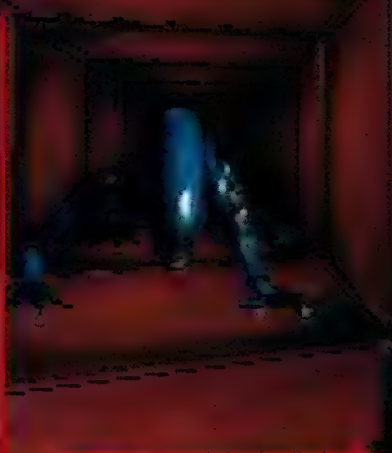
AIRDUCT 3B

A: Sublevel 3 (B)
B: Sublevel 2 (B)
C: Sublevel 2 (G)
D: Sublevel 2 (D)
E: Sublevel 3 (G)
F: Sublevel 3 (K)



AIRDUCT 3C

A: Sublevel 3 (E)
B: Sublevel 3 (J)



AIRDUCT 4B

A: Sublevel 3 (A)
B: Sublevel 4 (B)
C: Sublevel 4 (C)
D: Sublevel 4 (F)
E: Sublevel 4 (H)
F: Sublevel 3 (F)
G: Sublevel 4 (L)



AIRDUCT 4C

A: Sublevel 4 (I)
B: Sublevel 4 (A)



AIRDUCT 5B

A: Sublevel 4 (K)
B: Sublevel 4 (J)
C: Sublevel 5 (D)
D: Sublevel 4 (G)



AIRDUCT 5C

A: Sublevel 5 (H)
B: Sublevel 5 (B)
C: Sublevel 5 (F)

You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybody Clay, Helga and the rest of the gang over for a thrashin' bashin' non-stop brawl on your SEGA™ GENESIS™ system.

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Interplay Productions, Inc.
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ULTIMATE



ABOUT MOVES AND MAGIC

TOUGH MOVES that require a **simultaneous press** of the directional pad and a button, or two or three buttons at once—for example, the Ninja's Electrocution fatality—also require very precise timing. If you can't get one of these moves to work, just keep practicing.

"SWEEP TOWARD" means to move the directional pad Down, Down/Toward and Toward the opponent in a quick motion (as in Ryu's Fireball in *Street Fighter II*).

"SWEEP BACK" means to move the pad Down, Down/Back and Back from the opponent.

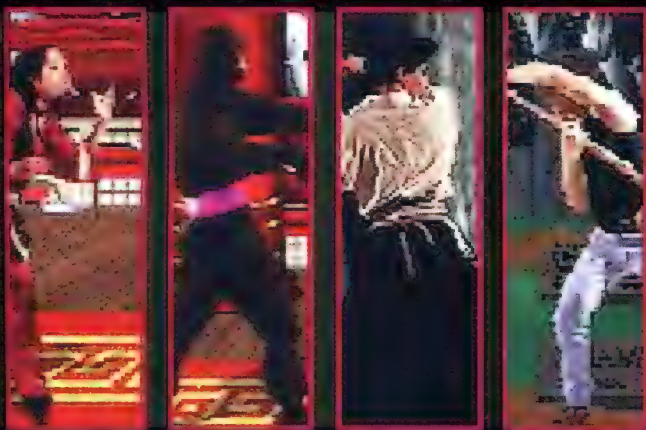
"CHARGE BACK" means to move the directional pad Back for at least two seconds. You can do this while holding the B button, while taunting or by pressing Down/Back so you don't move away from your opponent—important for fatalities that require charges.

L AND R INDICATE the L and R buttons on the top of the 3DO controller, *not* Left and Right on the directional pad.

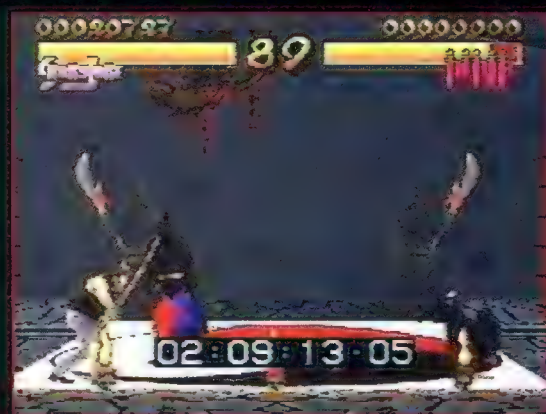
WHEN A FATALITY HAS A TAUNT as part of the sequence, do the taunt and wait for it to finish before completing the move. When casting a **magic** spell, do the taunt and complete the move **while** the character is taunting.



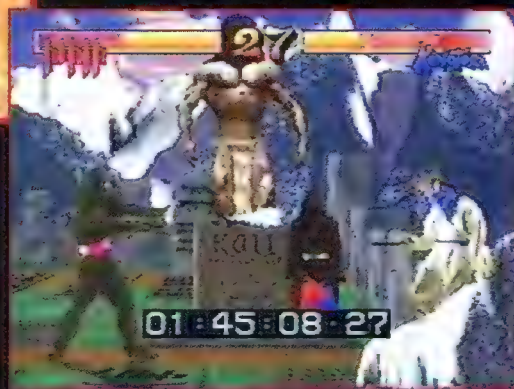
STRATEGY GUIDE



Way of the Warrior ain't just the first (and best) 3DO fighting game, it's also the fastest-selling 3DO title to date, beating out even the superlative *Road Rash*. So it only makes sense to give you 3DOers an in-depth strategy guide teeming with special moves and fatalities, biographies of the actors, behind-the-scenes info straight from Naughty Dog and loads of secrets. Many thanks to Angela Edwards, Andy Gavin and Jason Rubin for their invaluable assistance in helping me find the *Way*.



This unusual background seems to be the starting point for what eventually became the Pit. But then again, perhaps it's still hidden in the game somewhere.



An early version of the Graveyard, with several elements that were changed in the final: the buff statue of Kull, the hooded monk, the Ninja's electric fireball and Konotori's name, spelled *Kenotori* here.



CRIMSON GLORY



Name: Carole May

Profile: Carole is a graduate student at Brandeis University in Boston; she's also the ex-girlfriend of Naughty Dog Jason Rubin. According to Jason, "We were going out last year, during the making of the game, but before the filming of the characters. We broke up later on, but she still wanted to do the filming." (How convenient!)

Sayeth the Dogs: "You have to understand that Carole is nothing like the Crimson Glory character. She's a sweetheart. When we asked her 'How would you like to play this hick biker girl?' she came over with the Crimson Glory jacket. It's behind her head in most of the game's still shots. It's a hideous jacket that looks like it's been dragged around under a motorcycle for a while. She claimed she bought the jacket in high school and never wore it, but we know that's untrue. Inside the Brandeis student was a biker chick waiting to get out."



Carole May (Crimson Glory) takes a breather as Morgan the Naughty Dog wanders into the shoot.



Carole May (Crimson Glory) gets Nordic.



Carole May (Crimson Glory) and Jason Rubin demonstrate the tango in one of the game's hidden animation sequences. (You didn't really believe that last sentence, did you? Heh-heh.)

SPECIAL MOVES

Elbow Attack: Jump, press Down/Toward + A.

Bottle Throw: Sweep Toward, press A.



Flying Kick: Press Toward, Toward + R.

Match Toss: Sweep Toward, press L. (Do this after turning your opponent green with the Bottle Throw to set him on fire; it can't be blocked and causes massive damage.)



Uppercut: Press Down/Back + L.



Back Smasher: Taunt, move close, press Toward + R.



Brain Burst: Sweep Back, press A + B + C.



FATALITIES



REGULAR MOVES

BUTTONS

A
L
L & Up
A & L
C
R
C & R
B
B & Up
B & Toward

NORMAL

Jab
Punch
•
Super Punch
Kick
Roundhouse
Super Kick (U)
Block
Block
Block

CLOSE

Elbow
Suplex
•
Hold Up
Head Butt
Back Break
•
Block
Up Block Toss
Gut Block Toss

JUMP

Jump Jab
Jump Punch
Jump Charge
•
Jump Kick
Jump Stomp
•
•
•
•

DUCK

Duck Jab
Duck Punch
•
•
Duck Kick
Sweep
Duck Stomp
Block
Block
Block



SPECIAL MOVES

Diagonal Kick: Jump Up, press Down/Toward + C.

Fireball: Sweep Toward, press A (for a slow Fireball) or L (for a fast Fireball).



Flying Shadow Kick: Hop Toward, press Up + R.

Groin Punch: Press A + B.

Hopping Kick: Press Toward, Toward + R.

Jumping Chop: Jump, press Up + L.

Shadow Kick: Charge Back, press Toward + R. (Hold R for a longer Kick.)



Spin Kick: Sweep Back, press R.

THE DRAGON

Name: Tae Min Kim

Profile: Tae Min is a sophomore student at Boston U, a practitioner of aikido and a good friend of Mitch Gavin. Andy's younger brother, who plays Shaky Jake. After Mitch filmed his moves, he told the Dogs that he had several friends who wanted to get in on the action, but Tae Min's martial arts background and buff (well, semi-buff) physique gave him the edge.



Sayin' the Dogs: "The average filming session was about eight hours, underneath two 750-watt lights, and it got to be about 110 degrees in the room, since we had to leave the windows closed and didn't have high-tech cool-down equipment. Everyone else got a little tense during the sessions, but Tae Min just shot through it. He's very mellow, very laid-back. Nothing seems to faze him."

DRAGON



REGULAR MOVES

BUTTONS

A
A Rapidly
L
A & L
C
C Rapidly
R
C & R
B
B & C

NORMAL

Jab
Turbo Jab
Punch
Super Punch
Kick
Turbo Kick
Roundhouse
Super Kick
Block
Split Kick

CLOSE

Nosebreaker
•
Spin Around
•
Knee
•
Shoulder Throw
•
Block
Split Kick

JUMP

Jump Jab
•
Jump Punch
•
Jump Kick
•
Jump Stomp
•
Split Kick

DUCK

Duck Jab
•
Duck Punch
•
Duck Kick
•
Sweep
•
Block
•

Head Slap: Move close, charge Back, press Toward + L.



Power Kick: Taunt, move close, sweep Back, press C + R.



FATALITIES



Heh, heh, heh...

FOX

Name: Chris Sanford

Profile: Chris is a black belt in tae kwon do who happens to belong to the same dojo as Steve Chan, who plays Nobunaga.

A Harvard grad, Chris used to live in Japan and sell exotic cars (Ferraris, Lamborghinis, Yugos). When the Japanese economy went to hell in a handbasket, Chris returned to the States and spent his days hanging out in a Boston-area dojo, where he met Steve.

Sayeth the Dogs: "We've gotten together with Chris a half-dozen times or so. He's a real martial arts fanatic. He brought over all these movies and showed us his favorite scenes: 'I want to do this move, I want to have this look.' Having him wear a jacket and tie was a spur-of-the-moment decision; as for the pants, they're cut for fighting. When he was in Japan, the people in bars weren't exactly friendly to him, so he needed these pants to fight." So why doesn't Fox have clever catchphrases like the other characters? "He has no voice because he went on vacation and we couldn't get in touch with him."



Chris Sanford (Fox) imitates *Home Alone* munchkin Macaulay Culkin ("Aaugh!") while Jason Rubin stares at his bitchin' stereo.



Chris Sanford (Fox) and Jason Rubin work out a move. Steve Chan (Nobunaga) looks on in the foreground.



Chris Sanford (Fox) wigs out. *Way of the Warrior: The Cross-Dresser Edition?*



SPECIAL MOVES

Charging Knee: Charge Back, press Toward + R. (Hold R to increase the Knee distance.)

Diagonal Kick: Jump Back, press Down/Toward + C.

Sai Throw: Sweep Toward, press L.

Knee Stomp: Jump Up, press Down + C.

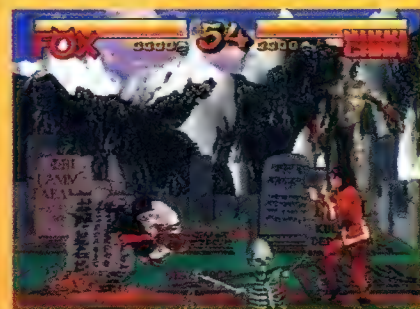
Spin Kick: Sweep Back, press R.

Uppercut Kick: Press Down/Back + R.

Voodoo Vanish: Press Down + A + B + C.



Voodoo Roll: Press Down/Toward + A (for a slow Roll) or L (for a fast Roll).



Voodoo Dizzy Dust: Sweep Toward, press A.

Impale: Sweep Toward, press A + B + C.



Overhead Smash: Taunt, move close, press A + L. move close, press A + L.



FATALITIES

REGULAR MOVES

BUTTONS

A
L
A & L
C
C Rapidly
R
C & R
B

NORMAL

Jab
Punch
Super Punch
Kick
Turbo Knee
Roundhouse
Super Kick
Block

CLOSE

•
Shoulder Break
•
Knee
•
Knee Grab
•
Block

JUMP

Jump Jab
Jump Punch
•
Jump Kick
•
Jump Stomp
•
•

DUCK

Duck Jab
Duck Punch
•
Duck Kick
•
Sweep
•
Block



Name: Jason Rubin

Profile: No, Jason's eyes aren't really that green; the vivid color of Konotori's peepers is the result of paint-program trickery.

Sayeth the Dogs: "We were messing around with the idea of a fighter who, other than walking, always fought on one leg. He looked like a stork, and the literal Japanese translation of **stork** is 'konotori.' So then we thought, **What do storks do?** Fly, of course, so we gave him fans as wings, and they eventually became throwing weapons." As for Konotori's colorful outfit: "Konotori's leggings are Ace bandages; the uniform is a standard gi; the hat was five bucks and the fans \$1.50 each; the bandannas were from K-mart."

KONOTORI



REGULAR MOVES

BUTTONS

A Jab
L Punch
A & L Super Punch
C Kick
R Roundhouse
C & R Super Kick
B Block

NORMAL

Jab
Punch
Super Punch
Kick
Roundhouse
Super Kick
Block

CLOSE

Backhand
Hat Butt
Fan Slap
Fan Slash
Block

JUMP

Jump Jab
Jump Punch
Jump Kick
Jump Stomp
Block

DUCK

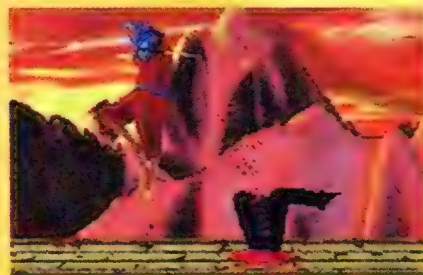
Duck Jab
Duck Punch
Duck Kick
Sweep
Block



Hat Throw: Sweep Toward, press A + L.



Stork Drop: Jump Toward, press Down + C + R when directly over opponent.



FATALITIES

SPECIAL MOVES

Diving Torpedo: Jump, press Down/Toward + L.



Fan Throw: Sweep Toward, press A (for a slow Fan) or L (for a fast Fan).

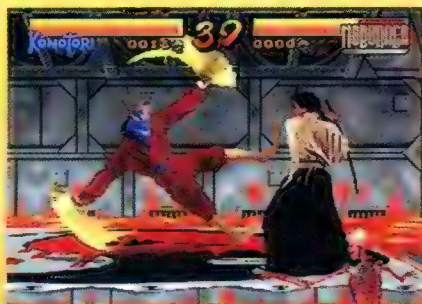
Fly/Glide: Press B rapidly while jumping or otherwise in the air.

Inviso Spin: Press Back + A + L.

Low Fan Throw: Press Down/Toward + A + L.

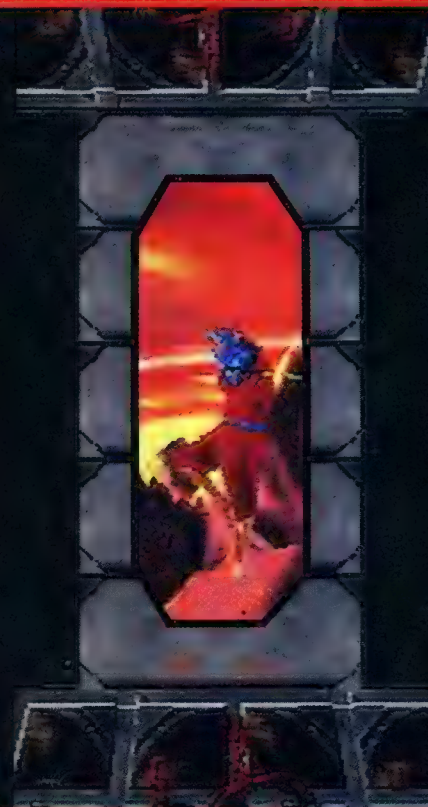
Spinning Attack 1: Press Back + L.

Spinning Attack 2: Move to medium range, sweep Back, press R.



Swan Dive: Jump, press Down + R.

Torpedo: Charge Back, press Toward + C (for a slow Torpedo) or R (for a fast Torpedo). (Hold C or R to increase the Torpedo distance.)



MAJOR GAINES

Name: T-Mike Gaines

Profile: T-Mike is a graduate of the University of Michigan who is currently teaching skiing and painting and, according to the Dogs, "hasn't found his true calling." T-Mike and Jason also happened to be frat brothers.



Sayeth the Dogs: "T-Mike is the only character not from the Boston area. He flew out from Traverse City to visit us and to film. He's not that big—5' 8"—but he's cut, and he wanted to be this humongous guy in the game. So we pushed the camera forward and up a little, and we did some body makeup—put a little shadow under, and a white highlight on top of, each abdominal muscle." There were problems with T-Mike's massive alter ego, however: "He was just too powerful. He was so big that he crushed everyone else. You couldn't get near him, because if you were coming in to punch, he'd just grab and smash you. We came up with the shrinking, and cut a few moves, to even him out with the other characters." T-Mike's facial hair is responsible for an amusing continuity error: "When we filmed his moves, we didn't do still shots of his face. So we had to fly him out again to take his face shots, and he'd grown a goatee. He shaved most of it, but there was this patch on his chin he wouldn't shave, because it had taken so long to grow in. You can see it in most of the still shots."

SPECIAL MOVES

Grenade: Sweep Toward, press A (for a low Grenade) or L (for a high Grenade).



Cannonball Attack: Charge Back, press Toward + R.

Bowling Ball Attack: Press Down/Toward + R.

Splash Dive: Jump Toward, press Up + L.

Steroid Boost: Press A + B + C. (Press A + B + C while Boosted to de-boost.)

Lightning (must be Boosted): Press A + B.



Sidewinder (must be Boosted): Press Toward, Toward + R.

Uppercut: Press Down/Back + L.

REGULAR MOVES

BUTTONS

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Ear Swat	Jump Jab	Duck Jab
L	Punch	Suplex	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Knee	Jump Kick	Duck Kick
R	Roundhouse	Knee Drop	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block

Back Buster (must be Boosted): Taunt, move close, press Toward + R.



Super Suplex Toss: Taunt, move close, press Toward + A + L.



FATALITIES



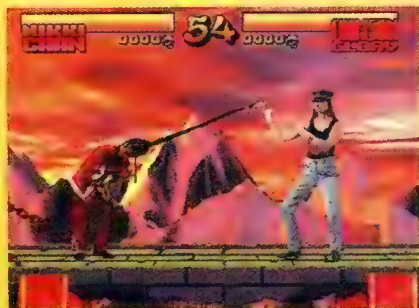
SPECIAL MOVES

Diagonal Punch: Jump Up, Press Down/Toward + L.

Flying Kick: Flip Toward, press Up + R.

Hair Whip: Sweep Forward, press A (for a slow Whip) or L (for a fast Whip).

Hair Whirl: Hold B, hold L.



Leg Suplex: Flip Toward, press R.

Spin Kick: Sweep Back, press R.

Spinning Jump 1: Press Down/Back + R.

Spinning Jump 2: Flip Toward, press L.

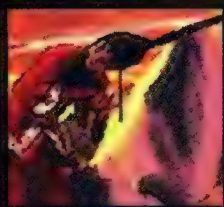
Spinning Jump 3: Flip Back to edge of screen, hold Up.

Split Kick: Flip, press C + R when vertical.



Torpedo: Charge Back, press Toward + L.

Upperkick: Press Down/Back + R.



NIKKI CHAN

BUTTONS

A
A Rapidly
L
A & L
C
R
C & R
B

NORMAL

Jab
Turbo Jab
Punch
Super Punch
Kick
Roundhouse
Super Kick
Block

CLOSE

•
•
Suplex
•
Knee
Roll Throw
•
Block

JUMP

Jump Jab
•
Jump Punch
•
Jump Kick
Jump Stomp
•
•

DUCK

Duck Jab
•
Duck Punch
•
Duck Kick
Sweep
•
Block

NIKKI CHAN

Name: Tamara Genest

Profile: Tamara is a Harvard Law student who recently returned to the States after spending two years in Japan on a Fullbright scholarship. (Isn't *anyone* in this game just a plain ol' moron like me?) Tamara is a friend of Andy Gavin; she attended Bryn Mawr College while Andy attended the adjacent Haverford. Tamara has since become the bride of one Alexander Hinds; the pair eloped to San Francisco and got hitched without telling anyone, not even their shocked parents.



Tamara Genest (Nikki Chan) strikes a Lorena Bobbitt pose for the camera. Now that's one finishing move I don't want to see!

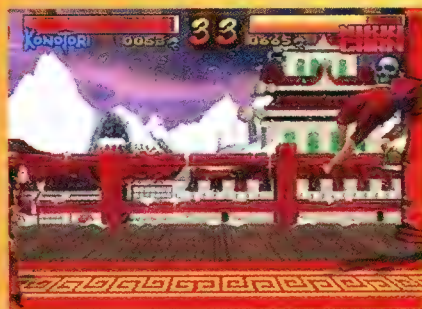


Tamara Genest (Nikki Chan) stretches to give Jason Rubin a better look at her footwear.



Jason Rubin assists Tamara Genest (Nikki Chan) with the mother-of-all hair extensions.

Blow Off: Charge Back, press C + R.



Heart Breaker: Move close, press Toward + A + B + C.



FATALITIES

REGULAR MOVES

THE NINJA



Name: Jason Rubin

Profile: Now the truth can be told: Jason Rubin is indeed the man in black.

Sayeth the Dogs: "After doing games for ten years, we took a break. Andy went to grad school and I went to college in Newport Beach, California, and taught myself 3-D graphics. When we started *Way of the Warrior*, I was in Newport Beach and he was in Massachusetts. Andy told me 'I have this [fighting game] engine and I want to put a character in.' So what's the stereotypical fighting-game character? A ninja." Ironically, this stereotypical character ended up being a tremendous amount of work: "We ended up filming the Ninja five times." Another interesting factoid: "There were two megabytes of RAM in the 3DO when we started the game, but then they announced three megs in the release version. So the Ninja almost doubled in size—all the characters did—because we had that much more memory to play with."



SPECIAL MOVES

Diagonal Kick: Jump Back, press Down/Toward + C.

Electric Zap: Sweep Forward, press A (for a slow Zap) or L (for a fast Zap).

Hurricane Kick: Sweep Back and press R.



Invisibility: Hop Back, press L + R. (The Invisibility lasts until the Ninja is hit by his opponent.)

Jumping Spin Kick: Jump, press Back + R.

Knife Attack: Press A + C.

Leaping Kick: Press Toward + R.

Rapid Defense Kick: Hold B to block and press C rapidly.

Slide Kick: Press Down/Toward + C.



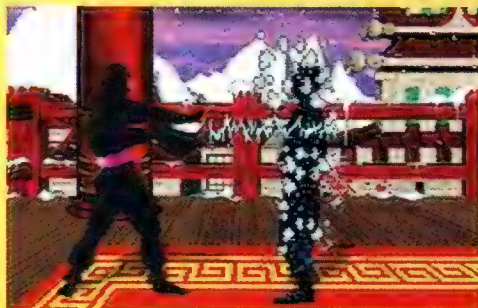
Spin Kick: Press Back + R.

Fade Out: Press Down + A + B + C.

Uppercut: Press Down/Back + L.

FATALITIES

Electrocution: Sweep Toward, press A + L.



Reverse Hari Kiri: Move close, sweep Forward, press A + C.



REGULAR MOVES

BUTTONS

A
A Rapidly
L
A & L
C
R
C & R
B

NORMAL

Jab
Hyper Punch
Punch
Super Punch
Kick
Roundhouse
Super Kick
Block

CLOSE

Elbow
.
Throw
.
Head Butt
Roll
.
Block

JUMP

Jump Jab
.
Jump Punch
.
Jump Kick
Jump Stomp
.
.

DUCK

Duck Jab
.
Duck Punch
.
Duck Kick
Sweep
.
Block



SPECIAL MOVES

Diagonal Kick: Jump Back, press Down/Toward + C.

Downward Slash: Jump, press Down + L.

Flying Kick: Press Toward + R. (Hold R to increase the Kick distance.)

Long-Range Slice: Sweep Toward, press R.

Running Charge: Charge Back, press Toward + R.



Shuriken 1: Sweep Toward, press A (for a slow Shuriken) or L (for a fast Shuriken).

Shuriken 2: Press A rapidly, Sweep Toward, press A rapidly.

Slice & Dice 1: Charge Back, press A rapidly.

Slice & Dice 2: Sweep Forward, release pad, press and hold R.



Slide Kick: Press Down/Toward + C.

Sword Uppercut: Sweep Back, press L.

NOBUNAGA

Name: Steve Chan

Profile: Steve is a Ph.D. student in biology at Harvard U who met the Dogs on a plane flight when they noticed Steve reading a computer graphics magazine and started up a conversation. It turned out that Steve had recently bought a \$15,000 Macintosh setup and wanted to get into the multimedia market. Upon learning that Andy and Jason were hard at work on *Way of the Warrior*, Steve recruited Chris Sanford (Fox) from his dojo and became heavily involved in the project. He did a healthy amount of graphics work on the game, helping the Dogs to process the mind-boggling number of animation frames for each character.

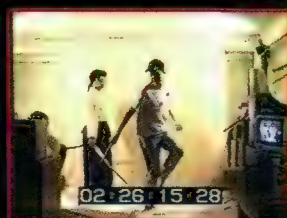
Saveth the Dogs: "Nobunaga is based on a character from a Japanese anime film called *The Castle of Cagliostro*. He's a very quiet swordsman, always turned away from the opponent, always keeps his sword sheathed until he needs to use it."



Steve Chan (Nobunaga) steps out of character, showing off his cool shades and pearly whites.



Jason Rubin combs out Steve Chan's (Nobunaga) wig while Andy Gavin hacks away in the background.

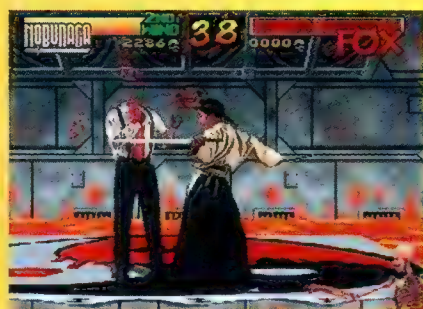


Steve Chan (Nobunaga) and Jason Rubin stage an impromptu swordfight during the filming session.

Slice in Half: Charge Back, press Toward + L.



Sword Decap: Taunt, sweep Back, press L + R.



FATALITIES

REGULAR MOVES

BUTTONS

A
L
A & L
C
R
C & R
B

NORMAL

Jab
Slice
Super Slice
Kick
Slash
Super Slash
Block

CLOSE

Chin Crack
Push Away
.
.
Hand Throw
.
Block

JUMP

Jump Slide
Jump Slash
.
Jump Stab
Jump Chop
.
.

DUCK

Duck Jab
Duck Punch
.
Duck Kick
Sweep
.
Block



SHAKY JAKE



Name: Mitch Gavin

Profile: Mitch is the younger brother of Andy Gavin, a wannabe bass player and an economics student at Boston University. When asked about Mitch's ample gut (as seen in one of Jake's victory poses), Andy replies: "He doesn't really have a gut. There's just something about that shot that makes it look that way. He's been embarrassed about that frame ever since."

Saveth the Dogs: "Mitch goes through all sorts of interesting '60s and '70s hairdos. The latest experimental phase was nine months ago; he hasn't cut it since." So where'd the Dogs get that cool staff? Says Andy: "Mitch gave me that staff as a birthday present while wearing the same wardrobe that he used for Shaky Jake." And finally, an amusing revelation about Jake's other weapon: "The whiskey bottle was actually a quarter-filled bottle of Jim Beam." (Insert your own amusing mental picture of a stinking-drunk Mitch trying to execute moves.)

Barbecue: Sweep Toward, press C + R.



Pole Impale: Move close, charge Back, press Toward + L.



SPECIAL MOVES

Air Torpedo: Jump Back, press Down/Toward + R.

Buck Knife Throw: Sweep Toward, press L.

Outback Smack: Sweep Back, press R.



Pole Throw: Move close, press Down/Toward + L.



Pole Uppercut: Sweep Back, press L.

Teleport: Press Down + A + B + C.

Torpedo: Charge Back, press Toward and R. (Hold R to increase the Torpedo distance.)

Whiskey Flame: Sweep Toward, press R.

FATALITIES



REGULAR MOVES

BUTTONS

A
L
A & L
C
R
C & R
B

NORMAL

Jab
Punch
Super Punch
Kick
Roundhouse Bear Hug
Super Kick
Block

CLOSE

Pole Jab
Push Away
.
.
.
.
Block

JUMP

Jump Jab
Jump Punch
.
Jump Kick
Jump Stomp
.
.

DUCK

Duck Jab
Duck Punch
.
Duck Kick
Sweep
.
Block



KULL



Profile: To play as Kull (which you can only do in Versus Mode), go to the NAMES option on the main menu. Enter the name A GAVIN (with a space between A and GAVIN) and the birthday JUN 11 1970. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select Kull. (You can use this code in combination with the High Abbot code below; just move the cursor to the right again to select between the two bosses.) Kull can't jump or duck.

NAME: KULL
STYLE: DESPOILER
ORIGIN: BRONZE AGE
SEX: M AGE: DEAD
HT: 9'01 WT: 461



FATALITY

Helmet Grind: Taunt, move close, press Toward + A + B + C.



SPECIAL MOVES

Charging Knee: Charge Back, press Toward + R.

Hammer Throw: Sweep Toward, press A (for a slow Throw) or L (for a fast Throw).



Headbutt: Move close, press Toward + L.

Slide Kick: Press Down/Toward + C.

Suplex: Move close, press R.

Uppercut: Press Down/Back + L.

SPECIAL MOVES

Diagonal Claw Kick: Jump Back or Toward, press Down/Toward + C.

Dragon Bite: Move close, press Toward + C + R.



Dragon Breath: Sweep Toward, press L.

Rolling Attack 1: Press Down/Toward + R.

Rolling Attack 2: Charge Back, press Toward + R.

Tail Sweep: Press Down/Back + L.

NAME: HIGH ABBOT
STYLE: UNKNOWN
ORIGIN: UNKNOWN
SEX: M AGE: ?
HT: 8'00 WT: 541



FATALITY

Barbecue: Sweep Toward, press A + L.



HIGH ABBOT



Profile: To play as High Abbot (which you can only do in Versus Mode), go to the NAMES option on the main menu. Enter the name J RUBIN (with a space between J and RUBIN) and the birthday JAN 6 1970. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select High Abbot. (You can use this code in combination with the Kull code above; just move the cursor to the right again to select between the two bosses.) High Abbot can't jump straight up, duck or do air attacks.



ROOM FATALITIES



Bridge: Finish off your opponent with an Uppercut (or equivalent move) and watch as he plummets off the bridge and drops into the Graveyard below.

Crimson Glory: Uppercut (Down/Back + L).
The Dragon: Super Kick (C + R).
Fox: Uppercut Kick (Down/Back + R).
High Abbot: Rolling Attack 1 (Down/Toward + R).
Konotori: Fan Slash (Move close, press Toward + R).
Kull: Uppercut (Down/Back + L).
Major Gaines: Uppercut (Down/Back + L).
Nikki Chan: Super Kick (C + R).
The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).
Nobunaga: Sword Uppercut (Sweep Back, press L).
Shaky Jake: Pole Uppercut (Sweep Back, press L).



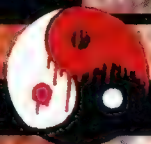
Cliffs: Position your enemy near the middle of the Cliffs and use an aerial attack (usually a Diagonal Kick) to make him take a very long fall.

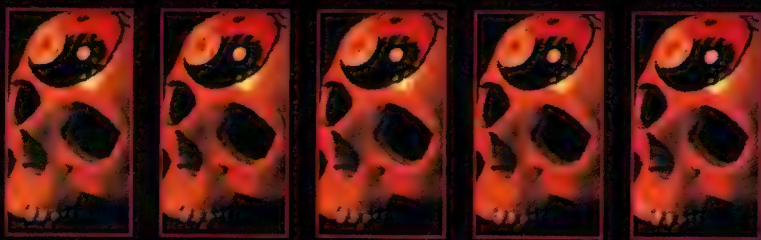
Crimson Glory: Air Elbow (Jump, Down/Toward + A).
The Dragon: Diagonal Kick (Jump Up, Down/Toward + C).
Fox: Diagonal Kick (Jump Back, Down/Toward + C).
High Abbot: Diagonal Claw Kick (Jump, Down/Toward + C).
Konotori: Diving Torpedo (Jump, Down/Toward + L).
Kull: Unknown. (Might not have one since he can't jump.)
Major Gaines: Splash Dive (Jump Toward, Up + L).
Nikki Chan: Diagonal Punch (Jump Up, Down/Toward + L).
The Ninja: Diagonal Kick (Jump Back, Down/Toward + C).
Nobunaga: Diagonal Kick (Jump Back, Down/Toward + C).
Shaky Jake: Air Torpedo (Jump/Back, Down/Toward + R).



Dojo: Position your enemy near the middle of the Dojo and use an Uppercut (or equivalent) to knock him into the massive ceiling fan, causing his body parts to rain down in a cascade o' carnage. If you do this fatality near either side of the Dojo, you don't get the nifty blood and gore, but you still get credit for the fatality.

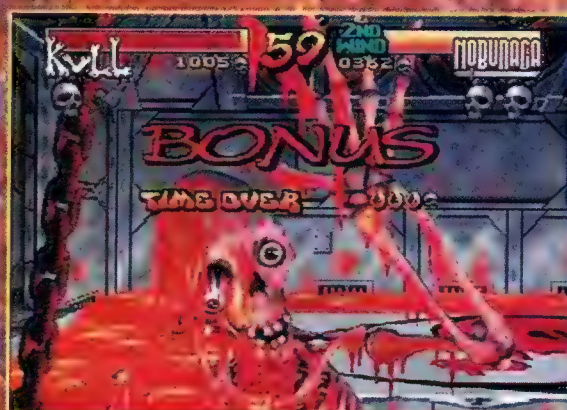
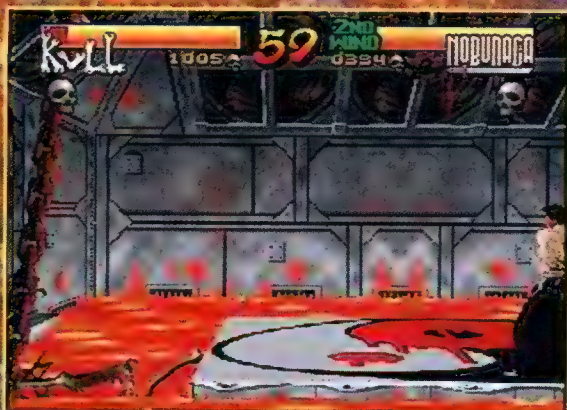
Crimson Glory: Uppercut (Down/Back + L).
The Dragon: Super Kick (C + R).
Fox: Uppercut Kick (Down/Back + R).
High Abbot: Rolling Attack 1 (Down/Toward + R).
Konotori: Fan Slash (Move close, press Toward + R).
Kull: Uppercut (Down/Back + L).
Major Gaines: Uppercut (Down/Back + L).
Nikki Chan: Super Kick (C + R).
The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).
Nobunaga: Sword Uppercut (Sweep Back, press L).
Shaky Jake: Pole Uppercut (Sweep Back, press L).





ROOM MORE FATALITIES

Pit: In Round 3 of a Pit match, the bridges on the left and right sides of the screen disappear, leaving the combatants to fight on the Triple Yin-Yang platform in the middle. If a player falls or is pushed into the lava, he dies instantly, and his charred skeleton jumps out of the lava in a lovely display of the 3DO's scaling capabilities.



Roof: Here's a tricky little fatality. You use the Uppercut (or equivalent) as with the Bridge and Dojo, but you have to do the Uppercut from **behind** your opponent. He smashes through into the Throne Room and dies in a pool of his own blood. (Yummy.) Note that if you do this fatality on the High Abbot or Kull, you don't see them dying on the floor. Instead, you see the Dark Dragon, who's the creature on the throne in the background of the Throne Room.

Crimson Glory: Uppercut (Down/Back + L).

The Dragon: Super Kick (C + R).

Fox: Uppercut Kick (Down/Back + R).

High Abbot: Rolling Attack 1 (Down/Toward + R).

Konotori: Fan Slash (Move close, press Toward + R).

Kull: Uppercut (Down/Back + L). Kull can't jump, so walk past the opponent while he's on the ground.

Major Gaines: Uppercut (Down/Back + L).

Nikki Chan: Super Kick (C + R).

The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).

Nobunaga: Sword Uppercut (Sweep Back, press L).

Shaky Jake: Pole Uppercut (Sweep Back, press L).

**GOT
SOME
TIME
TO
KILL?**



MAGIC

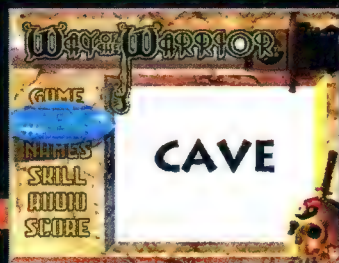
Here's a list of all currently known magic spells, their effects and their costs in Skull Points. To cast a magic spell, taunt the opponent and do the controller move **while** your character is taunting. Most characters can cast about half a dozen different spells; Kull and High Abbot can cast **all** spells.



Spell	Cost	How to Cast	Effect
Confusion	340	Up + A + B	Opponent's controls get funky
Heal A	140	Back + A	Heals about 10% of damage
Heal B	300	Back + B	Heals about 20% of damage
Heal C	800	Back + C	Heals 100% of damage
Invisibility	320	Sweep Back	Makes character invisible
No Jump	320	Down/Back + C	Opponent can't jump
Power Up	380	A + B + C	Powers up character
Shrink	340	Down + B	Shrinks character
Speed Up	500	A Rapidly	Speeds up character
Super Power Up	2400	Sweep Forward, R	One hit kills opponent
Untouchable	440	L + R	Makes character invincible

PSYCHEDELIC WORLD/THE CAVE

To play in the Psychedelic World, also known as the Cave, go to the NAMES option on the main menu. Enter the name PARANOID and the birthday MAY 5 1975. Now go to the ARENA option and select CAVE. Start a VERSUS MODE match and enjoy the mind-bending effects!



MISCELLANEOUS TIPS



- You can do a **flying attack move** at the start of each round, and you can also do a **sliding block** or **backwards hop** to avoid an opening air strike.
- **Moves** do less damage when **used repeatedly**, so it's important to mix up your attacks during each round.
- **Taunts** add a considerable amount of damage to your attacks, so don't forget to use them whenever you get the chance.
- If someone tries to get cheesy with a rapid **Turbo Punch** or **Turbo Kick**, keep blocking. After 15 blocked hits, the blue stars from the move start appearing in the same place, and you can stop blocking and **quickly** counterattack without being hit.



DON'T CALL THEM BUGS, CALL THEM FEATURES

- Play a VERSUS MODE match with Nikki Chan against Nikki Chan. At the start of the fight, move both Nikkis to the opposite sides of the screen, then have them simultaneously do the Torpedo move. The Nikkis collide in the middle of the screen and get stuck, forcing you to exit to the main menu.
- Play a VERSUS MODE match with High Abbot against Kull in the Throne Room. Allow High Abbot to win and then rematch. The game goes decidedly weird and takes about a minute to start the next match. Also notice that the reflections of H.A. and K. become goofy.



MORE SECRETS?!

Here's a list from David Liu, lead playtester of *Way of the Warrior*, that details the multitude of secrets in the game. Is it just me, or do you get the feeling there are tricks in *WOTW* that won't be discovered until the 21st century rolls around?

- 1) **Special moves**: About 15 per character.
- 2) **Fatalities**: Two unique to each character, and around five background-specific fatalities. So look for seven fatalities that each character can do.
- 3) **Magic**: About 15 total spells, and each character can do a subset (maybe half) of this total. No magics are sequential moves, i.e., none of this L-L-R-A stuff; all magics are **one move** (e.g., press Back and R).
- 4) **Secret characters**: You can immediately play nine characters. Two bosses brings the total to 11. But wait, there's more! If you are really good, you can fight a total of, say, 14 to 20 characters.
- 5) **Multiple games in one CD**: Look for at least a couple other games in this CD, some of which may have little to do with *Way*. Juicy hint: One of them is a four-player game!
- 6) **Secret graphics**: Self-explanatory. Requires you to do an almost superhuman feat to see.



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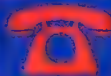
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GENESIS

AERO THE ACRO-BAT

Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Next, start the game. When you feel like cheating, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen.

"Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

DISNEY'S ALADDIN

Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

BATTLETOADS/DOUBLE DRAGON

Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

CASTLEVANIA BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** to take you to the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CHUCK ROCK II

Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart by itself. Pause the game again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. If you want to go backwards, hold **A** and **Left** or **A** and **Down** to see where you've been.

CRÜE BALL

Stage Select/Sound Test

Choose "Music Demo" and select the tune "Twisted Flipper." While those words are on the screen, press **A, C, A** and **B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage, all the way up to level nine (hold **Down** and press **B** to lower the "volume"). With this code in place, you'll be able to enter a full sound test at any time during the game by pressing **A, B** and **C** together.

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

Visit the "Options" menu and highlight "Minutes Per Quarter" option. You'll find that you can choose even shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

ECCO THE DOLPHIN

Super Cheat Menu!

To access a hidden cheat menu in *Ecco*, start the game and move Ecco left and right. Press **START** to pause the game while Ecco is moving—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A top-secret menu will appear on the screen, offering such options as stage select, sound test, message test, invincibility and more!

Invincibility

After you input a valid password, press **START**, and you'll move to the screen that shows the name of the current level with your password displayed below it. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be completely invincible.

ESPN NATIONAL HOCKEY NIGHT

Extra Teams

Enter the code **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

Octopong

The **A, C, B, Up, Right, Up** code adds some variation to the simple Pong code, by turning the Octopus into a puck.

EX-MUTANTS

Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21.

Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II

Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum allowed for the difficulty level.

FATAL FURY

Victory Counter

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by five-digit counters that count how many rounds you've won without ever ending a battle.

THE INCREDIBLE HULK

Hulk-Out Moves

These moves will not work until you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.

Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: **Forward, Forward, C, Forward**.

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, 12 women and 12 men, enter the password "GRAND.SLAM" (you must enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

THE JUNGLE BOOK

Extra Stuff/Warps

Each of the following codes should be entered when the game is **paused**.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to the final boss in the game, Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, use the code **A, B, B, A, A, B, B, A**.

For some surreal fun, punch in **L, A, R, D, B, A, L, L, C, R, U, D** at the pause screen. The game will reset and you'll find that when you restart the game, all of the characters on-screen will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**.

Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!

To skip to the next level, press **B, A, A, B, B, A, A, B, A, B, A, B, A, B, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

Debug Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you got there when Mowgli recoils from the edge of the precipice.

Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features that you can change.

Map View Mode: Lets you scroll around the level to see all the different areas.

No Energy Loss: Your energy meter will go down, but you won't die.

Infinite Lives: Self-explanatory.

Infinite Time: If you don't understand this, you are dumb.

Single Gem Mode: You only need to find one gem to complete a level.

Force Bonus Level: You'll get a bonus level after each round.

Palette Editor: Weird numbers show up on-screen.

Solid Floor: You won't fall into any chasms.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode!

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Now you can exit from the password screen, or enter any valid password to start the game. You can press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, and you'll be in slow-motion mode. This cheat allows you to use the D-pad on controller two to move your character anywhere, even

through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A**, **B**, **C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get the hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.

RXVWT74S6KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL4SHPG94—Campaign 4
VL4S6MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

LOTUS II

Hidden Pod Game

Go to the set-up screen, change the name of Player One to "POD PLEASE" and press **B**. (Note: Enter the code in the box for Player One's name, NOT in the password box.) Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MICRO MACHINES

Super Cheats!

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives.

Press **Up**, **Down**, **A**, **B**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **START**, **Down** while paused for a higher difficulty level.

Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level.

Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **START**, **Right** while paused for extra traction/better handling.

Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MORTAL KOMBAT

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing the following buttons: **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu that gives you the power to seriously modify the game.

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter MJ, highlight T, hold **START** and press **A**.

Sal DiVita: Enter SA, highlight L, hold **START** and press **C**.

Jamie Rivett: Enter RJ, highlight R, hold **START** and press **B**.

Bill Clinton: Enter AR, highlight K, hold **START** and press **A**.

Al Gore: Enter NE, highlight T, hold **START** and press **B**.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold **START** and press **C**.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold **START** and press **C**.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and press **B**.

Eric "Kabuki" Kuby: Enter QB, highlight " " (the space character), hold **START** and press **A**.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and press **A**.

Warren Moon: Enter UW, highlight " " (the space character), hold **START** and press **A**.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and press **C**.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A**, **B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **A** 13 times, then press and hold **A**, **B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B**, **C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NHLPA HOCKEY '93

Scoring Spot

Skate past the blue line, slightly to the left of the opponent's goal (slightly to the right if you're skating downward). Press up and left for just a moment, then quickly use a slap shot up and right. (Make the directions up/right then up/left if you're skating downward.) You shoot, you score.

OUTRUN 2019

Music Select

Hold the **C** button and press **START** at the "Stage Select" screen. You'll have six techno tunes to choose from.

PETE SAMPRAS TENNIS

New Tours

Choose World Tour in the Game Options Menu. Choose a player but do not enter your name. When it asks if you have a password, choose "Yes" to take you to the password screen. Enter the word "ZEPPELIN," and then choose "End." This will take you back to the Game Options Menu where you will have two new menu options: "Crazy" and "Huge Tour."

THE PIRATES OF DARK WATER

Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. If you want to skip stages, try some of these other passcodes:

ITBDIA—Port of Citadel
NCOOKIE—Citadel to Port
RITAZIM—Port to Citadel
JESSICA—Citadel to Mountains
ALEXISK—Port to Mountains
SCOOBYD—Mountains to Janda
STOYODA—Andorus to Bridge
TADSHIM—Bridge to Andorus (full sword)
ALARTUS—Andorus to Maelstrom
DARRINS—Bridge to Maelstrom (full sword)
MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

First, plug in two controllers. Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

POWER MONGER

Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RINGS OF POWER

Nude Code

Plug in the second controller and hold down **A**, **B**, **C**, **START**, and put the joy-pad into the **Down/Right** position while the Genesis is still off. While holding all those buttons down, turn on the machine and stand back. You might get splashed!

ROBOCOP VERSUS THE TERMINATOR

MA-17 Code

During the MA-13 game, all of the enemies are male. To change things, press **C**, **B**, **A**, **B**, **A**, **B**, **C**, **B**, **B**, **C**, **C**, **B**, **C**, **B**, **C**, **A**, **C**, **C**, **A**, **A**, **B**, **B**, **B**.

A, C, A while paused. Now the game includes lady killers, skeletons afire, and a new "Game Over" message.

54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

TURBOCOP Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "Turbocop."

Immortality Level

Once you've entered the TURBOCOP Mode, start the "Trainer" level and move Robocop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press **A, B, C, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shuriken" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold **A** and press **START** at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight the "Sound Test" option and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll through all of the Debug items and **C** to place them.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats!

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**

THREE-BUTTON CODE: **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen to allow both players to choose the same character in Battle Mode.

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.
- Extra Energy—Press **START** to pause, then press **A, A, A, B, B, A, B, C**. Sylvester's health will be restored.
- Extra Points—Press **START** to pause, then press **C, C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, C, B, A, A**.

T2: THE ARCADE GAME

Unlimited Firepower

Use rapid-fire by the button that fires the gun and you have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

Get the Good Ending

The ending you get depends on how well you do in Level 5 (Cyberdyne Systems). In this level, you have to take the damage counter at the top of screen to zero by destroying any and every piece of equipment on the screen: computers, desks, lockers, you name it. If the counter doesn't reach zero by the end of the level, Cyberdyne Systems still exists and you get the "bad" ending. Take the counter to zero and you get the "good" ending, which is almost the same except for upbeat text instead of the "bad" ending's depressing message.

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press **START**.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks!

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: **←→↓↘↙+C**

Michaelangelo: **→↙↘↓+C**

Donatello: **→↙↘↓+C**

Raphael: **←→↓↘↙+C**

Casey Jones: **→↙↘↓+C** (in close)

Ray Fillet: **←→↓↘↙+C**

April O'Neil: **↙↘↓↘↙+C** (in close)

Sisypus: **←→↓↘↙+C**

TYRANTS

Hidden Sinistar Game!

To play it, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDT GBBS**. Other interesting passwords include **BBBB BBBB**, **TTTT TTTT**, **CBKS LGQD** and **MQHS PKDN**. The password **MGTP GLLS** will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level!

When the Sega logo comes up on the screen, hold the **A**, **B** and **C** buttons down and press the **START** button **twice**. You'll hear a voice shout "Yeah!" Now go to the options screen and highlight the difficulty level; you'll find that a new setting has been revealed, the "Super Wizard" level!

VIRTUA RACING

Backwards Tracks!

This code lets you race on three "new" courses which are actually just the three normal courses run in reverse. To do the cheat, hold down **A**, **B**, and **Up** when the Sega logo comes on the screen. While continuing to hold **A**, **B**, and **Up**, press and hold **Start** until the demo screen comes on. Let go of all the buttons and press **Start** to get to the "Mode Select" screen, where you'll find a new option: backwards Virtua Racing.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A**, **C**, and **Down** on the direction pad and hit **START**. Do not just press **A** and **C**; press **A**, **C**, and **Down**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code.

Choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press **C** to warp to the corresponding stage.

With this code in place, you can also refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to!

Mojo's Crunch Tip

Play through the level, find Mojo, and defeat him. Then keep going to the right until you find the Danger Room exit floating in the air. (It looks kind of like a computer.) It's not a real exit, so jump and hit the exit to blow it up. Now here comes the stupid part: to reset the computer and finish the level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

ZOO: NINJA OF THE "NTH" DIMENSION

Zoo Mega-Cheat Bonanza

To do all of the following codes, you have to pause the game by pressing **START**, and **continue to hold START** while you are doing the code. If you don't do this, the cheat won't work.

Brightness

Pause the game and remember to keep holding down the **Start** button. Then punch in the code **Down, Up, Left, Left**. This makes the dimmed "Pause" screen bright.

Extra Life

Hold **START** to pause and press **Down, Up, Left, Left, A, Right, Down**. This gives you an extra life when you press **START** to return to the game. Repeat as needed.

Extra Time and Energy

Hold **START** as above and press **B, A, Right, Right, A, C, Up, Down, A**. Though it looks like your energy level hasn't gone up, you'll actually have six bars of energy. You'll also get 30 extra seconds on the timer!

Level Select

To skip around the game, press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits on the timer to correspond to a World and Level number. Press **Up** or **Down** on the D-Pad to change the World and **Left** or **Right** on the D-Pad to change the Level. To make the level jump, hold **A, B**, and **C** down simultaneously. You will kick out of the game and return to the title screen, but don't have a cow; just start the game and you will skip to the level you chose.

Super Time & Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. This makes you darn near invincible since it gives you 240 energy bars. Like the "Extra Time and Energy" code, you will only see three bars displayed at the bottom of the screen, but you'll know you've done it correctly because the timer gets set to 999.

SUPER NES

AERO THE ACRO-BAT

Five Continues

Press **X, Y, B, A, X, A, B, Y, Up, L** at the title screen.

Nine Continues

Press **X, Y, B, A, X, A, B, Y, Up, R** at the title screen.

Level Select/Skip

At the Start/Options screen, press **D, A, D, Y, D, A, D, Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up, X, Down, B, Left, Y, Right, A, L, R**. A jingle will sound. Now you can skip any stage by pressing **SELECT** while the game is paused. To access the level-select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will pop up shortly.

Infinite Stars/No Enemy Collisions!

To enable extra cheats, enter the code **L, R, X, B, Left, Up, Right, Down, Y, A** at the level-select screen. This gives you a modified level-select menu with added options.

To get infinite stars, press **A, Y, L, Up, Down, R, A, Y, Right, Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.

To get the "No Enemy Collision" option to work, press **Down, A, Y, R, Y, B, Up, L, Y, A** at the modified stage-select screen.

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag. You can now start the game with five lives and five continues.

CACOMA KNIGHT IN BIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press **Up, Up, Down, Down, Right, Left, Right, Left, B, A** on Controller 1. You'll hear a bell, and a "Special Presents" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and then press and hold **Up, L, R** and **START** to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the **X** button and you'll find that you have acquired a super-powerful "Napalm" gun.

EXTRA INNINGS

Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the **L** and **R** buttons and press **START, Y** or **B**. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press **B, A**, then **B** eight times.

Invisible Walls: Hit **Y** three times, **X, A** three times, **B**.

Crazy Ball: Press **X, A, B, Y, Y, B, A, X**.

Crazy Curve Ball: Press **B, A, R, B, Y, L** to activate. (A ball kicked into the air can be steered wildly with the **L** and **R** buttons.)

Super Goalie: Press **A** five times, then **Y** five times.

Super Offense: Press **R** five times, **L, R**.

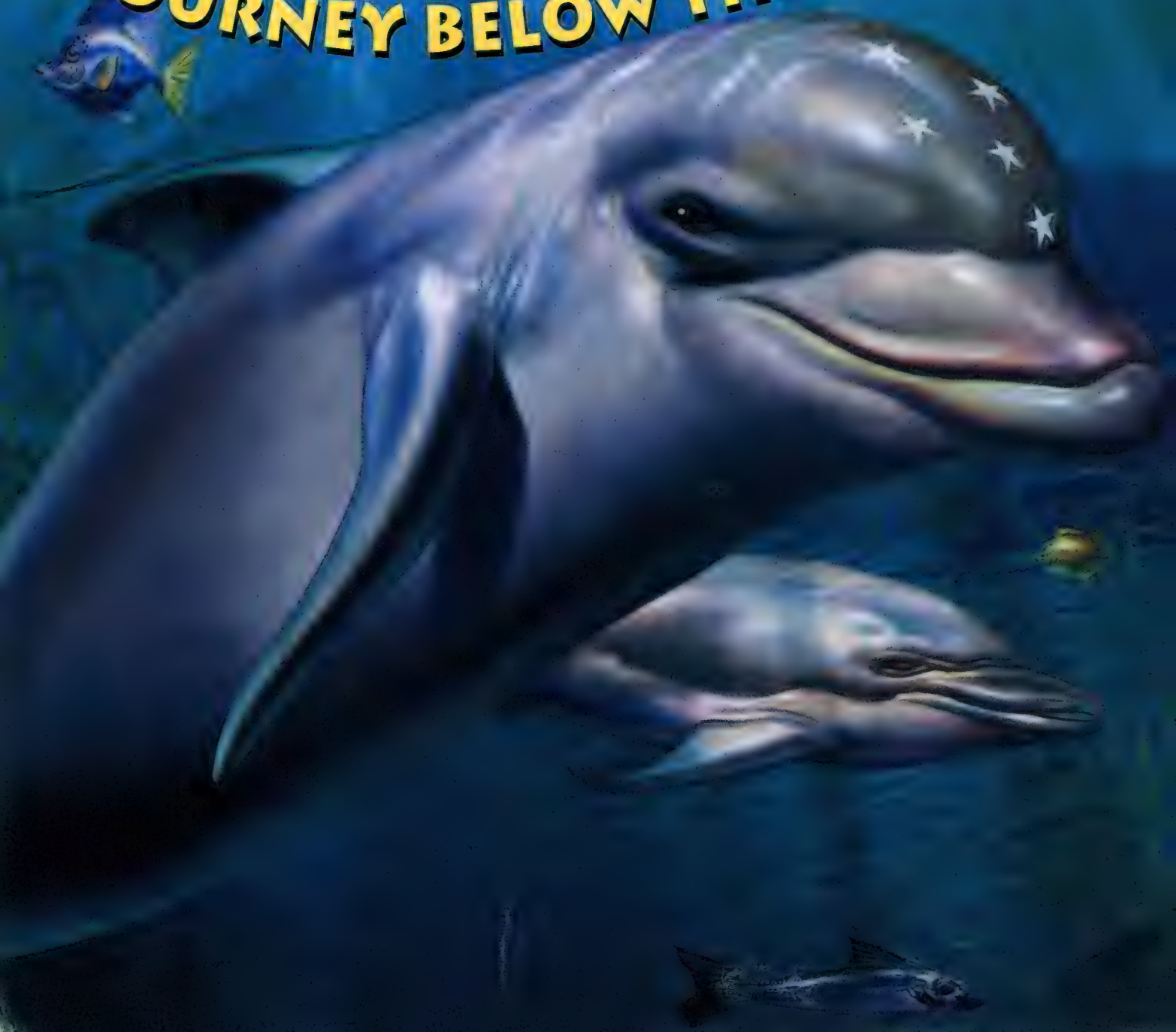
Super Defense: Press **L** five times, **R, L**.

Dream Team: Press **A** twice, **B** twice, **Y** twice, **X** twice.

ECCO™

THE TIDES OF TIME

JOURNEY BELOW THE SURFACE AND



BEYOND YOUR IMAGINATION!



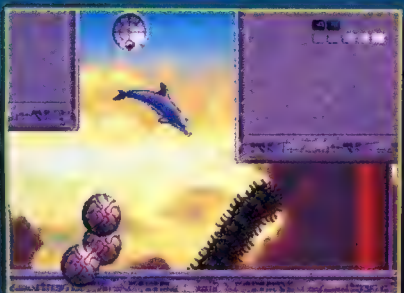
ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger! Which one is Ecco?



DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety—or you may have to start all over again. Now how does that grab ya?



SNELL OUT! Peel off the eels without getting that crushing feeling—then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

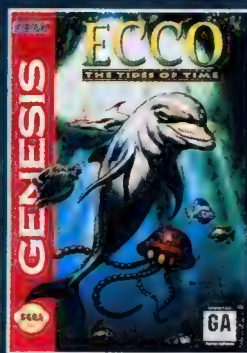


SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trelia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!



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"Same Player" Code

THE JUNGLE BOOK

KENDO RAGE

KING OF DRAGONS

KRUSTY'S SUPER FUN HOUSE

THE LAWNMOWER MAN

MLBPA BASEBALL

NBA JAM

eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold **START**

THE NINJA WARRIORS

PINK PANTHER IN PINK GOES TO HOLLYWOOD

POCKY & ROCKY

PRINCE OF PERSIA

You will start the game with 75 lives in reserve.

SAMURAI SHODOWN*Play as Amakusa*

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **start** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

STAR FOX*Polygon-View Mode*

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like you did with the first one. If you've done this correctly, a "laughing asteroid" will appear. Shoot the "laughing asteroid" to find the mysterious "Black Hole," a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids with craters visible on their surfaces, first on the left, then on the right. Shoot the asteroid on the right and it will explode. Moments later, a giant bird will appear. Fly into the bird and you'll be sent to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STREET FIGHTER II*Remove Energy Bars*

If you select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times, you'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO*Disable Special Moves—Player One*

Press **Down, R, Up, L, Y, B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down, R, Up, L, Y, B** on controller two at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on controller two. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

SUPER BOMBERMAN*Tiny Bomberman Mode*

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game (any mode), and you'll find that all of the Bombermen have been reduced to microscopic size!

SUPER MARIO KART*Character Shrink*

To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.

2nd Player 1P Mode

Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L, R, L, R, L, R, R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA*Boss Mode*

When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUTTY*Stage Skip*

Press **START** to pause the game, then press **R, A, L, L, Y**. Once you've done that, you can skip to the end of any stage simply by pressing the **SELECT** button.

SUPER SLAP SHOT*Change Team Skills*

Enter the password "BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **Left** or **Right** to change that skill.

Inverted Players

Enter the password "SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

SUPER STAR WARS*Debug Menu*

Move the cursor to "OPTION MENU" at the title screen and press **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**—listen for the Jawa to confirm the code. Choose your starting character and begin the game; then, during the action, press **L** and **R** on controller two to call up the "Game Debug Menu."

Invincibility/Map Mode

With the "Game Debug Menu" on the screen, hold **A, B, X, Y, SELECT** and **START** on Controller 2 and press **START** on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously).

SUPER STRIKE EAGLE*Bonus Secret Mission*

Enter the access code **G6CH4228** to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

TAZ-MANIA*Ten Continues*

Press **B, A, Y, A, X, A** at the "OPTIONS" menu.

Twenty Continues

Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu.

Stage Select

Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS*Use Ultimate Attack in Story Battle Mode*

At the title screen, enter the following code on **Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X**. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use **Controller 2** at the title screen and tap in **B, B, B, A, A, X, X, X, X, X, X, X, X**. Now go to the **Option Menu** using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2** at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)

Hyper Speed Mode

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting ("Hi-Speed 3") at the "Game Speed" option.

TOM AND JERRY*99 Lives*

Press **START** during the game to pause, then press **L, Y, B, B, A, X, Y, Y, B, R**. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press **START** to pause the game, then press **L, X, A, Y, Y, B, R**. You'll be warped instantly to the end of the current stage.



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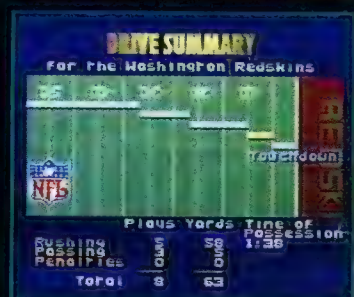
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TUFF E NUFF

Boss Code

Choose **"START"** from the title screen. At the scenario-select screen, press **Left three times, Right three times, Left seven times**. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right three times, Left three times, Right seven times**. "1P vs. 2P" should be the highlighted option. Press **START** to get "boss" menus for both characters.

WOLFENSTEIN 3-D

Level Select

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then immediately press **Up** and **SELECT** simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press **R, Up, B, A** quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press **B, Up, B, A** quickly at the Map Screen to become invincible.

Full Level Map

Press **A, A, Up, B** quickly at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again see the whole level, including secret rooms.

Level Skip

Press **Up, B, R, B** quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the **WWF** logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press **SELECT**.

The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

X-KALIBER 2097

Level Select

At the title screen—the one with the 1 Player/2 Player game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**. Next, press the **A** button and you'll find the Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOSHI'S SAFARI

Special Mode

At the title screen, hold the **X, Y, L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password **"BCDF"** to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

GAME GEAR

AYRTON SENNA'S SUPER MONACO GP II

Ending password

To skip the entire game and watch the ending sequence with full credits, simply choose the "World Champion" mode and enter the password **"CHAMPION"**.

BATMAN RETURNS

Sound Test

Hold the **START** button when you turn the Game Gear on. After the Sega logo fades, you'll access a **"Sound Test"** menu. Press the **2** button to hear each sound.

DEFENDERS OF OASIS

Sound Test

At the **title screen**, hold the directional pad in the **Up** position and press **START**. Note that there are 49 sound effects and three voice effects in the list; just press the control pad right or left while the cursor is pointing to one of these items and you'll get extra sounds.

KRUSTY'S FUN HOUSE

Super Passwords

To start at any stage of the Game Gear version of *Krusty's Fun House*, just enter one of the following passwords:

Level 2: **SELMA**

Level 3: **SCRATCHY**

Level 4: **SKINNER**

Level 5: **GROENING**

To start the game with all of the doors unlocked, enter the password **TRACY**. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that the cheat is in place. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2, 1, 2, Down, Up**. The screen will say "Now entering Kombat"—prepare yourself for blood 'n guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight **" "** (the space character), press and hold **Up** (which will highlight the T), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press **1**.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold **2** and press **1**.

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.

"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

SAMURAI SHODOWN

Play as Amakusa

Press **X** three times while the Takara Logo is on the screen. Start a one player game, and you'll find that you can choose Amakusa. He also becomes playable when you have finished the game.

SHINING FORCE: THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

77

ARCADE

CRUISIN' USA

Extra Cars

When you reach the garage where you can choose your car, press down on the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

DAYTONA USA

Free Credits

Look for the slot machine above the road on the **Beginner Track**. As you go around the track, you'll notice that you can stop the wheels of the slot machine by pressing the **START** button. Each time you push the button, you can stop one of the wheels on the machine. If you stop all of the wheels and hit the jackpot, you can win free credits to continue your game.

NBA JAM TOURNAMENT EDITION

Special Guest Codes

Kinthead	DIE	1/1
Air Morris	WIL	1/1
Oursler	SNO	1/3
Penacho	MDP	1/13
Rivett	RJR	1/17
Olajuwon	HAK	1/21
Gentile	JPG	1/23
Jarvis	EPJ	1/27
DiVita	SAL	2/1
Mourning	ZO■	2/8
Olivia	LOR	2/20
Boon	EJB	2/22
Simpson	JMS	2/22
Webber	WEB	3/1
Turmell	MJT	3/22
Macika	REM	3/26
Pontarelli	VJB	4/11
Linhoff	JFL	4/16
Wilkins	DOM	4/16
Booby	MVB	4/18
Thomas	ZEK	4/30
Deal	LTD	4/30
Barker	PCB	5/9
Loffredo	ML■	5/25
Green	JDG	5/31
Dillon	JPD	6/3
Newcomer	JRN	6/18
Coleman	DC■	6/21
Liptak	SL■	6/24
Vogel	VOG	6/27
Mednick	CMM	7/2
Heager	JEH	7/13
Malone	KRL	7/24
Skiles	JMS	7/29
Sharpe	ROG	8/1
Carlton	JMC	8/5
Ewing	PAT	8/5
Robinson	ROB	8/6
Martinez	MAM	8/7
Gay	RMG	8/11
Davis	WBD	8/17
Tobias	TOB	8/24
Beran	SAB	8/29
Lasko	AML	8/31
Davies	RJD	9/3
Hey	JWH	9/20
Pippen	PIP	9/25
Forden	DWF	9/28
Petro	GNP	10/8
Hoskins	KER	10/10
Lowe	JML	11/4
Kamm	VLK	11/9
Heitsch	WMN	11/11
Kemp	KMP	11/26
Tsui	JYT	11/28
Brown	DEE	11/29
Granner	CG■	12/4
Goskie	TWG	12/7
Dabelstein	DOZ	12/31

Secret Power-ups

With the exception of the "Team Swap" code, all of these tricks should be performed at the "Tonight's Matchup" screen that appears before the tip-off.

Maximum Power: Hold **Down**, **TURBO**, **SHOOT**, **PASS** and **START** until the game begins.

Quick Hands: Hold **Down** and press the **SHOOT** button five times. After the fifth button press, keep holding **Down** and **SHOOT** until the tip-off.

Baby-Size Players: Hold the joystick in the **Down/Right** position and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**.

Big Head #1: Hold **Up**, **TURBO**, **PASS** and **SHOOT** until the tip-off.

Huge Head: Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth press, keep holding **Up**, **TURBO** and **PASS** until the tip-off.

Tournament Mode: Hold **Right** and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the tip-off.

Shot Percentage Indicator: Rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times.

Power-Up Goaltending: Press any button (or combination of buttons) 24 times.

Note: You must finish pressing the buttons before the screen starts to shrink.

Team Swap: At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

PRIMAL RAGE

Bowling

To bowl, both players must choose the character Armadon. Do the **Spinning Death** move (hold buttons **1+4** and move the joystick **Away**, **Toward**, **Down**) and collide in mid-spin **three times in a row**. A bowling game will pop up, with the humans as pins! Move the joystick to control the path of Armadon.

Volleyball

To play volleyball, you must be on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair!

Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other.

When the timer runs down until it is almost zero in the Sudden Death mode, lay a **Fart of Fury** into the air using Chaos (hold buttons **2+3** and move the joystick **Down**, **Toward**, **Up**, **Away**). The timer should be between the 1 and 2 "seconds left" mark when you let it rip. If your timing is perfect and the fart is still in the air when the timer expires, you'll notice that cows fall from the sky instead of the usual shower of bricks.

STREET FIGHTER II

Mystery Numbers

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **STRONG** button, **FIERCE** button. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the action.

SUPER STREET FIGHTER II TURBO

Play As Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down **all three Punch buttons** and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

CD-i

THE 7TH GUEST

Room Select Map

Go to the **Save/Restart** Ouija board and go into the Save password screen. Pick any number, enter the password **BADGER** and press **OK**. You will return back to the **Save/Restart** menu, but you should notice that the four corners of the board are now "hot." This means that the cursor changes into the teeth icon when you move it onto one of the corners. Press any button while you're on one of the corners and you'll find the **7th Guest** room map.

SPACE ACE

Level Select Menu

At the Continue screen that comes up after you have lost the game, put the cursor against the left side of the screen and press **Button 2** (..) four times. Then put the cursor on the right side of the screen and press **Button 2** three times. Finally, go back to the left side of the continue board and press **Button 2** one more time. You've found the level-select cheat map. Put the cursor on any one of the levels and you'll be warped to that level.

DOOM

now there's a place
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WHO BETTER TO GREET YOU ON THE SHORES OF HELL, THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



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The KAMIKAZE Squirrel

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SUPER NINTENDO.
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